

WARHAMMER®

BEASTS OF CHAOS



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The wild herd gathers at the Oak of Skulls ready to launch yet another devastating raid.

A BOOK OF BESTIAL MALEVOLENCE

TOMAS WANDERER

Owt in shaden wodespan, dwelt the murdrus beaste,
Vittalling on the sack-for-homes, gorge-laden with his feaste,
Stalking 'tween the leafen glade, preying 'pon the weake,
Glutting the hardy and the poor, c'en dinning on the meake.

And noth there was, that brave the woode,
Noth amidst the sword-handly and the goode,
'Cept a gallanting Knacht from far Breton,
Who trot a-quest to lay sword on.

And kinder Tomas Wanderer, 'nored his mother's tonge,
For Tomas he listened nither, much so for kinder yonge.
He hitched up sweepstik ponie, waving woden sworde,
And sleeked out to the wodespan, footstepping Breton Lord.

The snilvin Foole pranced at the bridge, and cry cackle at the boye,
Go sleekin not with Beast of Teeth, not slitblood with some toy".
But he was the Foole & none to mind, and Tomas heeded not,
Slung saddleshrag on destrier and westered at the trot.

Yonge Tomas spied the girthen oake and tarried there a while,
Then 'stead of casting back again, Tom rid another mile.
He cleft the black leafe shabbery and swaydin blood-daubed vine,
Carefree took forth his knapper-foode and fettered there to dine.

The wodecutman found Tomas there, thrice spanned him 'round the ear
"Be fangs and claws for you, my ked, if sunfall shrouds you here."
With axehaft brunting younge man's hide, the wodesman bade Tom home,
But Tomas mere a squallsome ked, and so he hide to roam.

Onnerin and inneron, through garbled bole and threshy twine,
Tomas goaded stick-horse on, as ruddy sun wed pale moonshine.
And there aminst the sprickly bushe, he spied the lairing of the brute,
Stepped out brightly 'pon his steed, thru' graping branch & scraping root.

And there bale-eyed the spiten Beast, all gored horns, and slives and fangs,
Yet brisky Tomas ventured on, he couched no dread, nor homeward pangs.
Though brave Knacht bidden to the grave, with woden sworde aloft
Plucky Tom brandished at the Beast, who marred him with a scoff.

"What mires you here, younge smoothskin-born?
Did not your mother about me warn?"
"I have no fear!" Tom cried aloud,
Horsing forward 'til Beast he growled.

"I shall wolfe your flesh and snap your bones,
Skrind your folkand burne their homes.
For mocking ked to dare my rage,
Your jibe it traps me like a cage.
The unclaimed ones must dread my kinde,
Can never squander fear behind."

So Tomas Wanderer was no more, who never did no goode,
So remember poor Tomas, and roam not in the woode.

*Nursery tale of the Empire, often sung to the tune
of 'Drakwald's Lament'.*

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THE BEASTS OF CHAOS ARMY

Deep within the dark and twisted forests dwell countless horrifying and deadly creatures – tainted beasts warped by Chaos. The Beastmen are a plague on the civilised races, preying on the weak and striking without warning in a rampage of killing and destruction before disappearing into the protective darkness of the wilderness. All manner of mutated and blood-hungry creatures join these raids – towering, nightmarish beasts whose whole existence centres on the rush of blood that comes during the slaughter.

The Beasts of Chaos is a truly varied army that contains all manner of disturbing and powerful creatures rallying under one banner. Their vicious raids strike without warning and they are intent only on mayhem and slaughter. Their bestial appearance belies the cunning intelligence of the Beastmen, and their ambushes are enacted with brutal swiftness. They concentrate on closing with their foes and rending them limb from limb, and it is in close combat that they excel. The Beastmen rampage towards the foe in great and unruly hordes and are backed up by such fearsome creatures as Minotaurs, savage Centigors and the horrendously powerful Dragon Ogres.

The basic aim of a Beasts of Chaos army is to swiftly overwhelm the foe, surround them with numerous, powerful troops and smash them in close combat. They can be a very manoeuvrable army as they can field many units of skirmishing troops, as well as having units lying in ambush. On the other hand, their armies can also consist of more regimented units backed up by hard-hitting creatures. As a consequence, the tactics that can be used with a Beasts of Chaos army can vary greatly in complexity and subtlety.

A Beasts of Chaos army can contain all manner of creatures, and monsters of all shapes and sizes can be collected to add to your force. Preparing such an army ready for battle can be surprisingly quick, as a few simple techniques can be used to paint up a battle-ready force in a short time.

WHAT'S IN THIS BOOK

This book breaks down into the following sections:

Children of Chaos: This describes the origins of the bestial servants of the Dark Gods, the lands they dwell in, the worship of their gods and other insights into this twisted, chaotic group of creatures.

The Wild Herd: This bestiary section contains information on the Beasts of Chaos themselves, providing full details about them as well as their rules.

Collecting a Beasts of Chaos Army: This 16 page full-colour section shows you how to begin collecting and painting your own army. It also features a host of superbly painted Beasts of Chaos models from the 'Eavy Metal team that will hopefully inspire your own modelling creations.

Forces of the Beasts: Here is all you need to take your Beasts of Chaos army onto the battlefield. Also in this section, you will find the rules for the different Marks of Chaos and a listing of potent magic items.

At the end of the volume you will find details of special characters, the magical Lores of Chaos plus a summary of the profiles of the various Beasts of Chaos characters, regiments and monsters.

HORDES OF CHAOS

As well as being a stand alone Armies book, Beasts of Chaos is also fully compatible with Warhammer Armies: Hordes of Chaos, and can use army list entries, special rules and magic items from that volume. Details of how to do this can be found in the relevant sections throughout this book.



“...AND IN THAT TIME OF DARKNESS,
MAN BECAME BEAST AND BEAST BECAME MAN.”





CHILDREN OF CHAOS

The birth of Chaos lies in the distant past when the world was visited by a star-faring race of unknown origin. In their marvellous silver ships came the Old Ones who changed the Warhammer world for their own, mysterious reasons.

The Old Ones travelled by means of inter-dimensional gateways, spanning the vast distances between stars in a matter of moments. On the other side of their gateways lay another realm, an unimaginably vast alternate dimension that connected all points in the material universe.



It was, and still is, a realm consisting purely of energy, generated by the emotions and thoughts of the creatures of the real universe. This parallel dimension is not an empty void but is inhabited by entities of cosmic power. These are known as the daemons and gods of Chaos, and would proved to be the undoing of the Old Ones.

It was the collapse of the gateway that floated above the north pole that led to the creation of the world as it is today. The gate is now a tear in the fabric of reality, a great ring of darkness edged by arcane machinery covered with runes of unimaginable potency. At some terrible point in the distant past a catastrophe caused the gateway to crash down to earth. The natural flow of power was disrupted and the world was covered in a descending cloud of mutating warpstone dust, bringing about the birth of many monstrous and terrible creatures, twisted by the corrupting touch of Chaos.

When the gateway to the stars collapsed it created a portal to a dimension where the unspeakable creatures of Chaos dwell. They emerged through the gateway and challenged the order of the Old Ones. It is believed that the Old Ones perished in the conflict, fighting a hopeless battle against the might of Chaos.

The disaster irrevocably damaged the world. The inheritance of the Old Ones and all their works fell into ruin. All things were changed forever, and a multitude of monstrous creatures came into existence, but worse was the spiritual corruption wrought upon the survivors.

The nature of Chaos is neither good nor evil, it simply mirrors the survivalist emotions of the intelligent

beings in the real universe. Thus the predatory entities of Chaos, be they gods or daemons, exist because living things generate these emotions. So when the human mind turns to petty and evil thoughts, the powers of the Chaos gods grow and coalesce into hideous forms shaped by lust, greed, anger and fear.

THE REALM OF CHAOS

The Old World is saturated with the mutating power of magic. It leaks through the inter-dimensional gate in the far north and permeates the entire world. This power is strongest in the immediate area around the shattered gateway. Further away, the power of the mutating magic weakens as the distance from the gate increases.

The far north of the Old World is home to many strange creatures distorted by the power of Chaos. All manner of shapeless beasts and unrecognisable monstrosities can be found in these regions; heinous things with horribly bloated bodies that writhe with tentacles, creatures whose maws dribble and gape in their unending hunger for blood, and other beasts of every conceivable, terrifying form stalk the lands searching for the weak and feeble. These monsters depend upon the strength of the local magical field to survive. Fortunately, they cannot wander too far south, for the power of Chaos becomes too weak to sustain them and they perish.



Many lesser Chaos monsters thrive in the Old World and beyond, beings that do not need as much invigorating power to sustain them as the more heavily mutated things of the far north. The most common are Beastmen and their cousins, creatures possessing something of the intelligence and form of Men. Other creatures of this kind include the fearsome Minotaurs, vast bull-headed monsters that often ally with Beastmen, and the horse-like Centigors. All these creatures, and more besides, are called the Children of Chaos. They are marked with mutations and their evil souls belong indisputably to the Chaos gods.



BEASTMEN

Beastmen are not natural creatures; they first came into existence when the polar gateway of the Old Ones collapsed, showering the world with corrupting warpstone. It worked a dreadful change on many of the ancestors of Men, causing severe mutations. Hence, Beastmen were created half-man, half-animal, wholly chaotic.

Beastmen are wild and brutish creatures that care little for other beings and despise the race of Men above all else. In battle they combine ferocity with a savage lack of discipline, fighting and battling amongst themselves in their eagerness to get at the enemy. There are several types of Beastmen, but they can be divided into two rough categories: Ungors, which are twisted creatures that combine the worst qualities of a man and a beast, and Gors, a gigantic breed of Beastmen, a mix of some powerful animal and human. Beastmen willingly embrace their heritage of Chaos – they have the intelligence of a man, but employ it with the base cunning of a wild animal.

Beastmen live in roaming warbands, led by the strongest among them. They infest the forests and the wastelands of the Old World and the other nations of Mankind, being most numerous in the far north and the Drakwald Forest, but also gathering in numbers in the lands of the south such as chivalrous Bretonnia and the bright lands of Tilea where the ancient forests harbour hidden Beastmen camps. Eastwards to Cathay and westwards across the great ocean beyond Naggaroth, Beastmen have also made their lairs. Wherever Men once roamed or still dwell, now the Beastmen can be found.

These creatures are the most numerous of the beasts of Chaos. Their numbers can only be guessed at, but many scholars fear that they outnumber Mankind. They pose an unavoidable threat to travellers on forest roads and to small villages and farmsteads. Often homes or hamlets are raided in the night, their inhabitants slain, buildings burned down and animals carried away to be consumed by the Beastmen.

Beastmen hordes, called war herds by the creatures themselves, are extremely dangerous in battle; a ferocious mass of brutish warriors and great lumbering chariots eagerly tear apart any enemies that dare to stand in their way. Towering above the Beastmen come bellowing Minotaurs and Dragon Ogres, while feral Centigors lope through the woods around them. Often the horde breaks quickly into warring factions, for Beastmen are Children of Chaos and organisation and order is a concept which is alien to them. Only the very strongest Beastlords with a will of iron can hold together their hordes for long enough to pose a serious threat to Men, Elves, Dwarfs

or Orcs and Goblins, but when this happens the mortal lands are in dire peril.

BEASTMEN AT WAR

Rival Beastmen warbands fight against each other all the time, be it over disputed territory, booty or just for the sake of it! But equally often, Beastmen band together in strength either to attack a common foe or defend themselves against an attack.

Beastmen gather around their holy herdstones, attracted by bonfires lit by a Beastman chieftain who wishes to call the scattered warbands together. The chieftain will explain why he has gathered them, which usually involves a plan to fight somebody, whether it is the hated Men, Dwarfs or some other foe. Often the chieftain is guided by a portent or dream of his warband's shaman, and thus he is doing the bidding of the Chaos gods themselves.

If the assembled warbands are in favour of the plan, all the Beastmen chieftains present fight each other, the strongest emerging as the leader of the horde. The chieftains fight unarmed, often with their hands tied behind their backs. This is done so that the warbands will not lose their leaders, but even then the great horns and sharp teeth of the Beastmen are often enough to cause fatal injuries. The winner is given the honorary title of Beastlord or Gorlord. He will now lead the Beastmen horde. If the plan of the Beastlord serves the cause of Chaos, the Minotaurs guarding the herdstones will join the horde as well, lending their formidable aid to the Beastmen army.

The best warriors chosen by the Beastlord from amongst the warband will band together into one horde. They will be equipped with weapons and armour stored in the treasure trove of the herdstone. These hand-picked warriors are called Bestigors, and are the largest of the Gors. They wear the heaviest armour available and cover their faces with hoods, often made of chainmail. They carry the largest weapons, looted from other races and laid at the herdstone as offerings to the Dark Gods. This is a high honour, and the Bestigors pledge to fight to the death for the Beastlord.

THE TROLL COUNTRY

North of the mortal realm Kislev, past the lawless taiga, lies the Troll Country. This is the outermost realm of Chaos, the furthest part of the world touched by the shadow of the Dark Gods. No mortal lord claims kingship over this land; here Chaos warbands strive for ascendancy over each other.

Many creatures of Chaos roam the Troll Country: Chimeras, Minotaurs, Ogres, Beastmen and, as its name suggests, numerous Trolls, which are far more dangerous than their southern kindred – horrifying monsters mutated by the seething energy of Chaos. Sometimes Kislevite patrols, by the direct order of the Tzar or Tzarina, will ride here to challenge the warbands and slay all the Trolls they find. But such exercises are ultimately futile, for the hordes of Chaos are numerous, and slaying a mere few hundred individuals is but a drop in this ocean of foulness.

It is here that the armies of Chaos assemble when the Winds of Magic blow from the north and the tide of Chaos rises. The followers of the four Dark Gods gather around gruesome monoliths erected in honour of their masters. Beastmen emerge from the forests, guided by the visions of their shamans.

Champions of Chaos bring their warbands to battle, and Chaos Sorcerers harness hordes of monsters to their will. The gods themselves send forth Daemons: the greatest of all their servants.

THE NAMELESS CREATURES

Chaos is great and marvellous in its variety, and the natural world cannot compete with the bizarre diversity of form that the touch of Chaos brings. Beastmen, Minotaurs and the other creatures described here are but some of the misshapen monstrosities that Chaos has created. There are many other creatures that show clear evidence of the mutation that Chaos brings, such as Skaven, Manticores, Chimera and Griffons. Even Men are not free of the taint, and there are many mutants lurking in the lands of the Empire.

THE FOUR GREAT GODS OF CHAOS



KHORNE is the Blood God, the god of battle, the angry god whose bellows of insatiable rage echo throughout time and space. He sits upon a mighty throne of brass atop a vast mound of skulls. A sea of splintered bones extends infinitely in all directions from him, the remains of those slain by his conquering champions.

Khorne is a god of warriors, and his gaze is drawn towards battles. He shows favour to those who fight for what they desire: to great warriors, and to mighty war leaders. Khorne respects strength, courage and martial skill.



TZEENTCH is the Great Sorcerer, the god of magic and master of the mutable time stream. He is known as the Changer of the Ways, the one who directs the fate of the universe. Tzeentch guides unwitting mortals along paths destined to increase his own power, though they may never realise their part in his plan. Only Tzeentch can see the trails of potential futures weaving forward in time like multi-coloured threads.

Tzeentch's plans reach past temporal bounds, and can carry through untold centuries. For what is a mere hundred years to a god who existed before the dawn of time and will exist long after the world is no more?



NURGLE is the Great Lord of Decay who presides over physical corruption and morbidity. Disease and putrefaction attract him like a fly to a rotted corpse. It is the lives of lepers and the sorrows of the sick that fascinate him most. For his amusement he devises foul contagions which he inflicts upon the world. Many of the most horrible diseases are the creations of Nurgle, including the nauseating Red Pox and, most disgusting of all, Nurgle's Rot.



SLAANESH is the youngest of the Chaos gods and is known as the Dark Prince. Of all the Dark Gods, he alone is divinely beautiful. Slaanesh is seductive as only an immortal can be, disarming in his innocence, utterly beguiling in his manner. He is drawn to mortals possessed of physical beauty and charm.

All the sensual pleasures of art, music and companionship fascinate Slaanesh. He is master of luxury and indulgence, of cruel passions and hidden vices, and of the terrible temptations that only a god can offer.

The dark forests and subterranean depths hide many things of foul form and evil disposition. These are not creatures of any recognisable species or type; their ancestry is submerged beneath generations of physical corruption. They have no name, these Children of Chaos, but they are there... waiting. When the power of Chaos grows strong and the dark gate pours forth its evil energy then the Children of Chaos will rise from the shadows – braying, screaming and howling in anticipation of the final victory of the Dark Gods.

THE CHAOS GODS

There are four great Chaos gods, four brothers in darkness who rule the infernal region known as the Realm of Chaos. This is not a material realm but a place without physical or temporal boundaries, a vast formless limbo that exists beyond the light of any sun or star. From their vantage point beyond space and time, the Chaos gods ponder the feeble antics of mortals much as a man might study a nest of ants.

They watch the progress of one tiny creature until the struggles of a more interesting individual captures their attention. Occasionally, their gaze is drawn elsewhere, perhaps to another world or some other godly concern, and for a while mortals are left to pursue their own ends in their own fashion. Such is the nature of the gods, for they are as whimsical in their favour as they are in their anger, and their plans are beyond mortal comprehension.

The four great Chaos gods are named as follows. The first and greatest of all is Khorne, the Blood God, who is also known as the Lord of Skulls. Second in power is Tzeentch, the Changer of the Ways, who is sometimes called the Great Sorcerer. Next is Nurgle, the Lord of Decay, who is also the Master of Plague and Pestilence and is the most resplendently foul of all the Chaos gods. Last of all is the youthful Slaanesh, the handsome Prince of Chaos, seductive and perverse in his supernatural favours. The four gods are known throughout the world by many names, and their shapes vary, but no matter what their name or appearance, they are the Four Great Gods of Chaos.

THE MARK OF A CHAMPION

A Chaos god chooses his Champions with care. If a Champion excels in his service, the god's power in the mortal world increases and his influence in the Realm of Chaos is that much greater. If his Champion is defeated or, worst of all, slain by another god's Champion, then his power is weakened and his standing amongst his brother gods is diminished. Thus a god will choose as his representatives only those that show great determination and promise.

When a Chaos god chooses a mortal Champion he stamps him as his own. This sign is known as the Mark of Chaos, and takes the form of a mark on the body shaped like the god's own rune, denoting that the Champion belongs to him alone.



THE CHAMPION'S REWARD

While rewards for other followers come irregularly and occasionally, Champions are rewarded often. If they rise high in the esteem of their master then favours will be granted even faster. The Champion finds himself upon a fast road that leads to power or damnation. There is no way of telling where his fate lies until it is too late.

The rewards of the Chaos gods take many bizarre forms. Physical mutations are the most common. More horns grow from the Champion's brow, his hands sprout long talons, his teeth enlarge into vicious fangs, or his skin becomes tough and scaly. These are but a few of the more common gifts of Chaos, as these deformities are often called. Others include long spines that grow from the Champion's body, skin that bursts into flames, limbs that elongate and develop extra joints, bodies that swell into monstrous shapes, and extra heads and limbs that grow beside his own. These physical mutations are not necessarily disadvantageous – they often confer useful abilities, especially in combat where long fangs and razor-sharp claws may be used against an opponent.

Other rewards may affect the Champion's mind. He may be turned into a burling imbecile, or robbed of speech or some other sense. He may acquire extraordinarily acute hearing, keen sight, or become immune to pain. He may be given magical powers, especially if Tzeentch favours him, or he might become resistant to the effects of magic. If he is a follower of Khorne he may be gifted with astounding physical strength, martial skills beyond human comprehension, or he may even become completely fearless.



He hitched up sweepstik ponie, waving woden sworde, and sleecked out to the wodespan, footstepping Breton Lord.

NORDLAND

OSTLAND

N

Elven Ruins

Nordberg

Boris Tod bringer

Laurelorn Forest

Brass Keep

Middenheim

NOCHLAND

Drakwald Forest

MIDDENLAND

0 5 10 15 20 miles



Ruined Settlements



Towns



Principal Villages



Fortified Coaching Inns



Castle / Keep / Knightly Chapter House



Roadway



Forest



Political Boundary

1. The Broken Wheel Inn

2. Castle Midfast

3. The Hobbled Orc

4. Norderingen

5. The Goat's Head

6. Sokh

7. Hovelhoff

8. Immelscheld

9. Upper Spite

10. Staunch

11. Jagerkeep

12. Jagerhausen

13. Castle Mohl

14. Grimminhagen

15. The Battered Shield

16. The Emperor's Hammer

17. The Red Bear

18. Sternhauer Keep

19. Arenburg

20. Elsterweld

21. The Dancing Stoot

22. The Middenstag

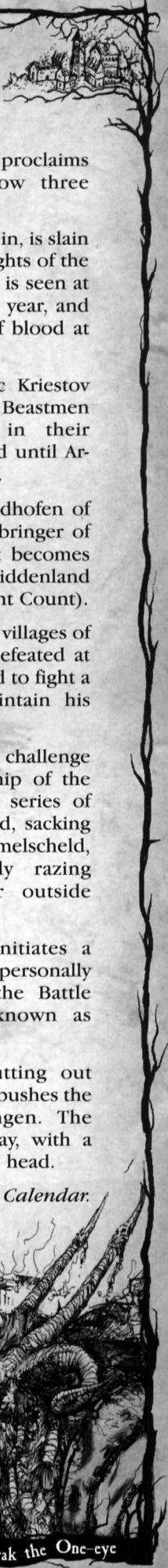
23. Krudenwald

24. Fort Schippel

25. Kelp

26. Koldust

THE DRAKWALD



The Drakwald Forest is one of the most ancient woods in the Old World, and has been a dark nest of Chaos beasts, Goblins and other foul creatures since before the fall of the Elven and Dwarf civilisations. The Elves attribute this to large deposits of warpstone deep within the forest, left after the polar gates collapsed. Whatever the cause, it is one of the most hostile regions of the Empire, and only large armed bands can travel there in relative safety.

Despite its dire reputation, centuries before the coming of Sigmar, the Drakwald was settled by the Teutogen people who for generations fought a war to clear the forest of the dire monsters within. Fifty years before the Empire was forged, the Teutogen Chief Artur discovered the great mountain later known as the Ulricsberg, and founded the settlement of Mitgard, which eventually grew into the mighty city of Middenheim. Several Teutogen tribes remained in the forests, and the separate province of Drakwald was recognised at the founding of the Empire.

- 1106 Drakwald succumbs to ever-increasing numbers of Chaos beasts, and Count Vilner is slain and his Runefang sent to the Emperor to hold until a successor claims power.
- 1110
- 1124 Count Mandred of Middenland rallies the plague-ravaged citizens of the Empire and drives out a massive invasion of Chaotic beasts. Folklore tells that he fights against man-sized rats (earning him the title Mandred the Ratcatcher and Mandred Rat-slayer), though scholars later dismiss this as myth. Following this campaign he is elected Emperor, holding his court in Middenheim.
- 1152 The assassination of Emperor Mandred. The Elector Counts cannot agree on a successor. Stirland and Talabecland emerge as the strongest claimants and outright war begins between them.
- 1153 Left unsupported, the villages and towns of the Drakwald decline and the ancient woods reclaim the land. Chaotic monsters overrun many settlements and thousands are slain by Beastmen and Goblins.
- to
- 1200
- 1414 Nordland and Middenland, after centuries of intermittent war, sign an agreement to divide the contested lands of Drakenwald.
- 1265 In a bid to rally support, Count Faulk of Middenland gathers an army to reclaim the Drakwald. Beastlord Kartok Great-horn leads over thirty Beastmen warbands in a temporary alliance, and destroys Faulk's force in the fourth week of its campaign.

No survivors return to Middenheim, Kartok is eventually slain in a challenge by the Doombull Urgoroth.

- 1547 Count Siegfried of Middenland proclaims himself Emperor. There are now three Emperors.
- 2025 The dread vampire, Vlad von Carstein, is slain by Grand Master Kruger of the Knights of the White Wolf. However, von Carstein is seen at the head of another army within a year, and Kruger's body is found drained of blood at the base of the Ulricsberg.
- 2302 Great War against Chaos. Ar-Ulric Kriestov leads an army to the relief of Kislev. Beastmen warbands attack Middenheim in their absence, and the siege is not lifted until Ar-Ulric returns at the onset of winter.
- 2371 The marriage of Countess von Bildhofen of Middenland to the first Boris Todbringer of Middenheim. Their son Bertholdt becomes the first Todbringer Count of Middenland (the great-grandfather of the current Count).
- 2515 The Beastlord Graktar destroys the villages of Gorstburg and Leitenbad. He is defeated at the Battle of Helmgart and is forced to fight a succession of challenges to maintain his position.
- 2516 Beastlord Graktar is defeated in a challenge by Khazrak, who usurps leadership of the warband. Khazrak embarks on a series of bloody attacks across the Drakwald, sacking the settlements of Jagerhausen, Immelscheld, and Arenburg, and completely razing the castle of Graf Sternhauer outside Grimminhagen.
- to
- 2517
- 2518 Boris Todbringer the Second initiates a massive purge of the Drakwald, personally taking the eye of Khazrak at the Battle of Elsterweld, who becomes known as 'The One-eye'.
- 2519 Khazrak returns the favour, putting out Todbringer's right eye when he ambushes the Count's army outside Norderingen. The Count's war continues to this day, with a 10,000-crown reward on Khazrak's head.
- onwards

Note: All dates are in the Imperial Calendar.

THE CHALLENGE





HERDSTONES AND BEASTLY ENCAMPMENTS

Beastmen build crude, temporary campsites from which to raid the surrounding areas, usually picking dark and dense parts of the forest that are near to trade routes or villages. Not stupid creatures, the Beastmen will only stay in the one place for a short space of time before moving on to find another suitable campsite so as to avoid detection and retribution. Beastmen warbands will often roam for a hundred miles before setting up camp again, battling other Beastmen for the best raiding grounds.

The campsites themselves are crude affairs, often consisting of little more than a large central bonfire surrounded by a mass of roughly hewn animal skins. Sometimes other skins, often still matted with gore, will be held up by sticks and branches to form makeshift tents. The more powerful Beastmen, such

as the Minotaurs and the Bestigor, take up the positions closest to the fire and closest to the food. The smaller Ungors are pushed to the extreme outskirts of the ring, and it has been known in winter for many of the weaker runts to perish. Hounds prowl around the edges of the campsite, fighting over discarded bones and often preying on the smallest Beastmen. In other camps, hounds and hideously mutated Spawn, their bulk covered in matted fur, are kept in rough pens of sharpened stakes where they are taunted and starved until set loose in battle.

After a particularly successful raid, the Beastherd will typically celebrate through the night, parading around the fireplace drunkenly, feasting on captives and enjoying the spoils of their victory. By noon the following day, the herd will have abandoned its camp and moved on, discarding anything that cannot easily be carried.

Campsites are often set up around the sacred herdstones that are scattered through the dark forests. Sometimes referred to as the Chaos Heart, herdstones are sacred to the Beastmen, and all manner of offerings are left there to appease and earn the favour of the gods; weapons, armour, the banners of vanquished foes and the corpses of mutilated enemies can all be found piled around the base of these stones. They are often hidden in the darkest and most inaccessible parts of the forests, deep within caves or on mountain tops. Sometimes, particularly powerful Minotaurs take up the role of the keepers of the herdstones, becoming the fearful guardians of these most sacred Beastmen shrines.

To gather the warbands, a raging signal fire is lit in the centre of the herdstone circle. Often, Shamans throw mind-altering herbs upon the blaze, sending up great swathes of strangely coloured smoke curling into the sky. This fire is stoked with wood and carrion, and left to burn for days on end. Over the following nights, other Beastmen will slowly gather at the sacred stones, attracted by the fire and the smell of burning fat; each arriving chieftain scratches his name or mark onto the central stone in the crude Beastman version of the Dark Tongue, known simply as the Beast Tongue, and his warband sets up camp.

It is at the herdstones that most of the important celebrations and festivals of the Beastmen take place. They are the rallying points where warbands can meet and join together without fighting breaking out instantly. They are also the place for feasting, most importantly the ritualistic Champion's Feast, where the flesh of slain chieftains is consumed by the herd.



The Wild Herd Gathers...

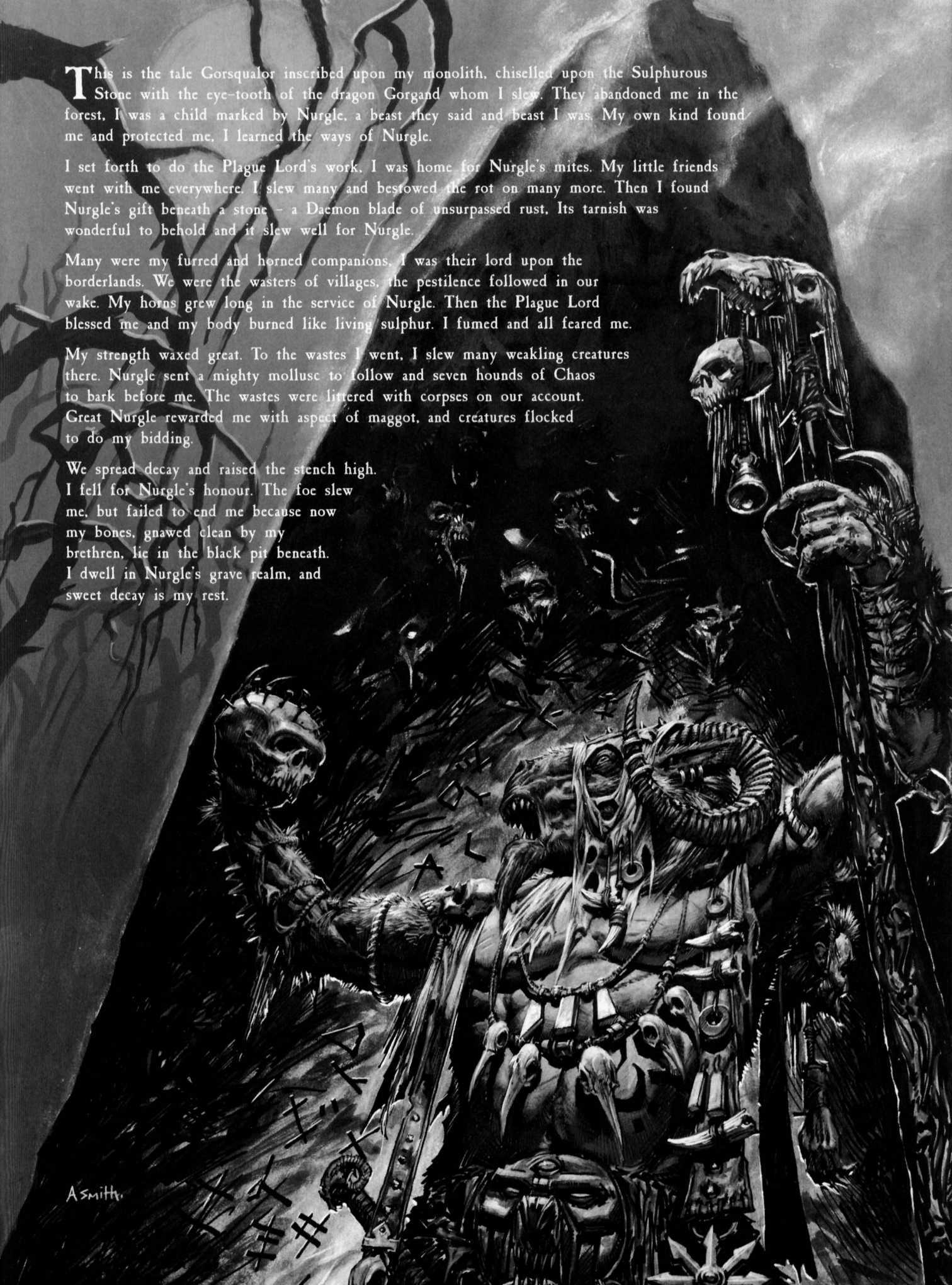
This is the tale Gorsqualor inscribed upon my monolith, chiselled upon the Sulphurous Stone with the eye-tooth of the dragon Gorgand whom I slew. They abandoned me in the forest, I was a child marked by Nurgle, a beast they said and beast I was. My own kind found me and protected me, I learned the ways of Nurgle.

I set forth to do the Plague Lord's work. I was home for Nurgle's mites. My little friends went with me everywhere. I slew many and bestowed the rot on many more. Then I found Nurgle's gift beneath a stone - a Daemon blade of unsurpassed rust. Its tarnish was wonderful to behold and it slew well for Nurgle.

Many were my furred and horned companions. I was their lord upon the borderlands. We were the wasters of villages, the pestilence followed in our wake. My horns grew long in the service of Nurgle. Then the Plague Lord blessed me and my body burned like living sulphur. I fumed and all feared me.

My strength waxed great. To the wastes I went. I slew many weakling creatures there. Nurgle sent a mighty mollusc to follow and seven hounds of Chaos to bark before me. The wastes were littered with corpses on our account. Great Nurgle rewarded me with aspect of maggot, and creatures flocked to do my bidding.

We spread decay and raised the stench high.
I fell for Nurgle's honour. The foe slew me, but failed to end me because now my bones, gnawed clean by my brethren, lie in the black pit beneath.
I dwell in Nurgle's grave realm, and sweet decay is my rest.



BEASTMEN OUTSIDE THE OLD WORLD

When most people of the Old World think of Beastmen, they imagine the savage creatures of the great forests of the Empire, especially in the Drakwald and the Forest of Shadows where it is at its darkest and most impenetrable. They think of monsters that bear the shape of Men crossed with cattle or goats or vermin. And as long as they do not travel far from the Old World, there is no reason for them to believe that things are otherwise elsewhere.

However, it would be wrong to assume that the power of Chaos is as uniform and predictable as to mould its children into the same shape the world over. Chaos is, by its very nature, inconsistent and malleable and, just as it has an effect on the world it passes over, the world in turn influences Chaos. Beastmen exist in many places besides the Old World and invariably display characteristics that reflect their habitat and the fears and legends of other inhabitants of the land.

Whether this is more attributable to the beasts influencing local folklore, or the power of Chaos shaping its creatures into the forms most suited to spread terror amongst the population, it is hard to say: both forces are at work and grow as they feed upon each other. Certainly in the Empire, devils and daemons are often depicted as cavorting, bestial creatures with the features of goats, and it is no coincidence that the Beastmen of the forests match this image so well.

Over time, the expectations and beliefs, the dreams and nightmares of the people shape the power of Chaos as it flows from the north. This power touches the land and creatures, which absorb the altered energy. These mutant things in turn serve to confirm the very fears which created them.

Some of the eastern tribes of the Norse hold that their warriors must take the head of a huge, white-furred behemoth they call the Ymir or Jeti as a rite of passage to manhood. The Dwarfs of the northern hold Kraka-Drak tell similar stories of titanic white-furred monsters, and though they are reckoned a strange folk by their southern cousins there seems little reason to doubt their claims.



Far across the Wastes to the west lies the land called Naggaroeth, the realm of the Dark Elves. Many creatures inhabit the Blackspines, from harpies through to mighty manticores and chimeras. As well as these, a strange breed of scaled biped can sometimes be seen in the caves and crevasses. About the height of an elf and covered head to foot in craggy scales, these creatures are primitive, and war amongst themselves with their stone axes and clubs.

On occasion, when times are hard or when the call of Chaos from the north grows strong, they descend from the peaks to raid Dark Elf settlements and join with the armies of Chaos, and their numbers are such that it takes great military might to repel them.

Travellers from the east bring stories of man-shaped beasts as equally removed from humanity as the creatures of the Drakwald. Spice merchants from Ind have spun tales of creatures with heads of the giant hunting cats they call tigers, which dwell in the dense jungles at the interior of their land. The people of Ind regard these as noble but fickle beings, as likely to fight off attackers of an Indish village as raze it to the ground. Their motives are unfathomable, but offerings of meat and rice are left in the hope of appeasing them.

In the Old World very little is known of the mysterious wilderness beyond Araby, which is known simply as the Southlands. It is known to the most erudite of Old World scholars that as well as Humans the Southlands are home to species of large apes, animals which closely resemble primitive humanoids. Some of these are highly organised and intelligent, and use tools, weapons and cunning in attacks on the other inhabitants of the jungles. When the Lizardmen or Goblins pursue them, they vanish into the canopies of the great rainforests. At what point the ape ends and the Beastman begins is never clear, and the uncertainty of whether a creature is staring back at the traveller with animal curiosity or savage Chaos-bred malice makes the jungles even more treacherous and disconcerting.

Some, all, or none of these creatures may be the Children of Chaos, or else an obscure species in their own right – or they may be simply figments of the imaginations of excitable travellers, the inventions of bored rumour-mongers. Who can say how many of the ancestors of the strange creatures of today fell victim to the warping powers of the Winds of Magic? Ultimately, though, these creatures' origins may be irrelevant. For most ordinary people, concerns over how they arrived are rather less urgent than those of how to deal with them.

Northern Wastes

The Land of Chill

Eastern Steppes

Dark Lands

Old World

New World

Ulthuan

Kingdoms of Ind

Dragon Isles

Southlands

Turtle Isles

Lustria

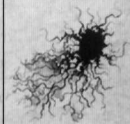
Nippon

Cathay

Lost Isles
of Elithis

Scale (miles)
0 500 1,000

Concentration of
Beastmen Warbands



THE WILD HERD

In these pages we examine the myriad forms of the Beasts of Chaos, from the lowly Ungor to the drunken Centigors to the awesome Dragon Ogre Shaggoths. In this section you will find details of the special rules for Beasts of Chaos armies, as well as profiles and rules for the many creatures that answer the call of the Dark Gods when the time comes for war.

BEASTMEN SPECIAL RULES

BEASTMEN AMBUSH

If the General of the army has the Ambush special rule he carries a brayhorn, which he may sound during the battle to summon Beastmen and Warhounds that lie in wait. If, for whatever reason, the General no longer counts as a Beasts General then he loses his Ambush special rule.

Units with Ambush can use this ability in any scenario that allows Scouts to use their special deployment. Up to half of your ambushing units and characters (rounding down), may be set up in ambush. For example, an army with three Beastherds, two characters with Ambush and two Warhounds units can put any three of these units and/or characters into ambush. Make a note of which units are in ambush at the start of the battle, before deployment starts. If characters are waiting in ambush, they may join another unit and arrive with them – make a note of which unit they are with before the battle begins.

Ambushing units are not deployed at the start of the battle. However, the General must be deployed normally. Models do not count as in play while waiting in ambush (for example, for the purposes of generating Power or Dispel dice). If, for some reason,



the General is removed from play before sounding his brayhorn, then any units sent to wait in ambush count as destroyed when determining Victory points.

Starting from the second Chaos turn, during any Chaos Movement phase, after charges have been declared, the General may sound the brayhorn and launch the ambush. For each unit waiting in ambush, mark a point on the table edge you wish them to move on from. After this, make a Leadership test for each unit. If the test is passed, every model in the unit moves on from the marked point, in the same way as if they had pursued an enemy off the table in the previous turn. If the Leadership test is failed, they turn up at a random point on the table edge. Roll a Scatter dice in the middle of the table and follow the arrow (even on a roll of a HIT) to determine the point on the table edge where the unit enters.

RAIDERS

Units with the Raiders special rule fight in a disorganised mass rather than ordered ranks and files. They are treated just like skirmishers, with the following exceptions:

- They may only make a charge move if at least one quarter of the models in the unit are within normal charge range of the enemy unit.
- They gain rank bonus for combat resolution just like normal units, up to a maximum of +2.
- When charging or charged, if the unit would normally form up less than four models wide, then it forms up four models wide (space permitting).
- Units with the Raiders special rule may not be joined by characters who are not Raiders. Characters with the Raiders special rule may join any unit they wish, but if they join a unit which does not have the Raiders special rule then they are treated exactly like any other character model.

UNRULY

At the start of each Chaos Compulsory Movement phase, roll a D6 for each Unruly unit. On a roll of a 1, the unit's headstrong nature has got the better of it. If there is an enemy unit that can be charged using the normal rules, the Beastmen must charge (charging the closest unit if there is more than one legal target). If no charges are possible, the unit moves as quickly and directly as possible towards the nearest enemy.

BEASTMEN HERDS

Beastmen Herds are a mix of Gors and Ungors, to which the following special rules apply:

All shooting hits against the unit are allocated against Ungors first, and only when each Ungor has been hit once are hits allocated against Gors (who tend to use their smaller kin as living shields).

Continue to distribute missile hits in this manner until they have all been allocated. Once hits have been allocated, make rolls to wound as normal.

Example: A unit of eight Gors and five Ungors takes 16 hits from an Empire volley gun. Each model is hit once, and then the three extra hits are allocated against Ungors.

In close combat, the Gors quickly push to the front, while Ungors hide behind their larger cousins and jab with their spears (using the normal Fight in Ranks rule).

If charged or charging, the unit forms up as described for units with Mob Rule. Once the unit has been formed up, move any Champions, Standard Bearers, Musicians and characters within the unit to the front rank, and then move any Gors in the back ranks as far forward as possible. Any Ungors in the unit are then positioned to fill out the back ranks as normal.

Enemy attacks in close combat also need to be allocated between Gors and Ungors (if in contact with both) as they have different profiles. Casualties should be removed from the appropriate type of Beastmen models and the unit must be reorganised to keep its formation.

Diagram A

The Beastherd charges...

Key: C – Command group
G – Gors
U – Ungors

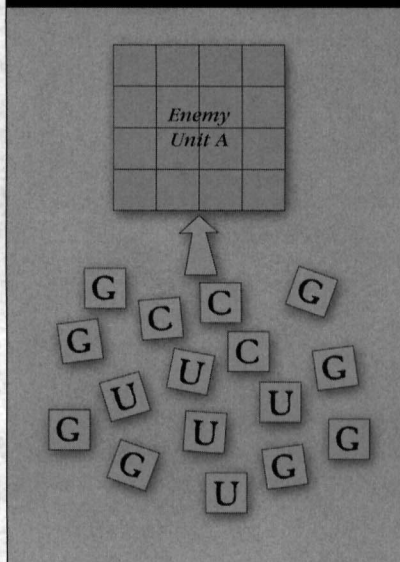


Diagram B

...and is initially ranked up in the same way as normal skirmishing troops.

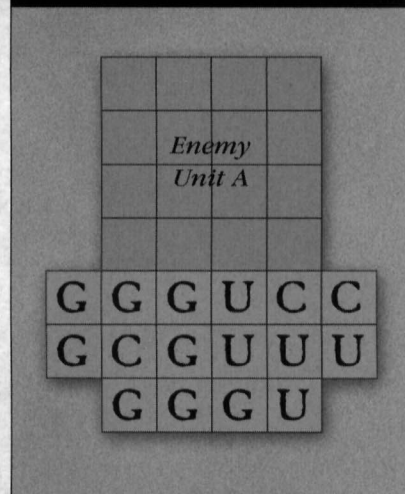


Diagram C

The command group and Gors are then moved to the front of the unit. Casualties caused by enemy unit A are removed from the Gors.

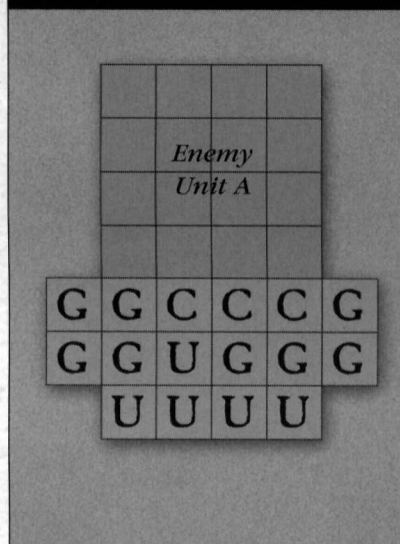
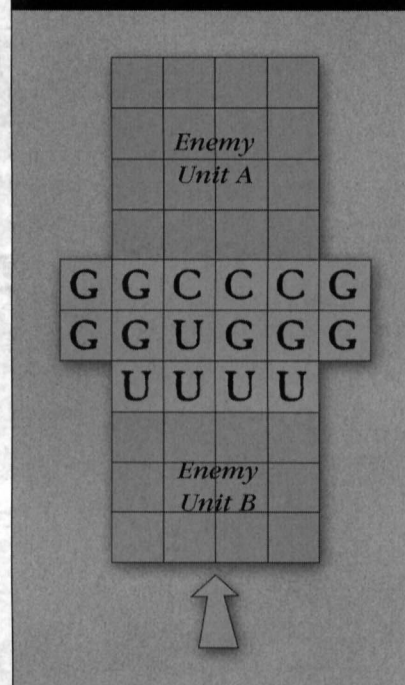


Diagram D

If enemy unit B then charges the rear of the unit, casualties caused by their attacks are removed from Ungors.



BEASTMEN WEAPON: BRAYSTAFF

As a crude badge of office, Bray-shamans often carry a heavy staff hung with bones, shells and skulls, with pieces of stone and metal imbedded into its length.

A Braystaff can be used in one of two ways (nominate which at the start of each Close Combat round). It may be used as a great weapon, in which case it grants +2 Strength and strikes last, or it may be used defensively, in which case it grants +2 to the wielder's Armour save, but does not give any additional benefit.



GORS

To the fearful eyes of the outside world all Beastmen appear the same – an unruly mass of flesh, fur and teeth. In their ignorance they can discern no distinguishing characteristics that mark out one type from another. But there are several types of Beastmen that can easily be recognised by their own kind.

The most powerful Beastmen are called Gors. Their appearance varies more greatly than most races but all combine some bestial features with those of a man. The base form of the Beastmen, and that possessed by the vast majority, has come to be that of the head and legs of a goat and the upper body of a man. As creatures of Chaos, however, the Beastmen display almost infinite variations of this guise. Many have the horns or head of cattle rather than goats, while others may possess even stranger mutations. It is not unknown for Beastmen to have the head of an insect or horse, many limbs, lashing tails, or almost any conceivable alteration of the humanoid form. Amongst a society so wholly Chaotic, the line between mutant and Chaos Spawn is fine and often crossed.

One thing all Beastmen who can call themselves Gors have in common is their horns, for without these they cannot be considered real Gors. A Beastman who possesses fine horns and no other mutations is said to be a 'Truegor,' and it is these who are the strongest and most intelligent of all Beastmen. For Beastmen, horns are the ultimate mark of rank and power, and their leaders are almost always those with the largest and most

spectacular horns. Before going into battle, the Beastmen will often daub their horns with crude dye or blood to make them seem even more savage and fearsome.

	M	WS	BS	S	T	W	I	A	Ld
Gor	5	4	3	3	4	1	3	1	6

SPECIAL RULES

Raiders: See page 18.

Ambush: See page 18.

Unruly: See page 18.

UNGORS

Ungors are not as strong, tough or intelligent as the Gors. They are physically smaller and their horns are almost always less impressive and numerous. While Gors may have many horns, large and spectacular, Ungors usually have small stumps, not recognisable as those of a goat or any other type acknowledged by the Gors. Because of this they are not considered to be 'proper' Beastmen by the Gors. Some unlucky Beastmen have no horns at all. These are called Brays, and are looked upon with scorn even by the Ungors.

Ungor are extremely cruel and spiteful creatures, taking out their jealousy of the Gors on foes in battle, captives, Brays or anything else incapable of putting up much of a fight. In battle the Ungors join the Gors in unruly herds, charging towards the enemy with thoughts only of rending them apart. The Gors always push their way to the front of a fight, and so the Ungors jab between their larger cousins with their crude spears.

	M	WS	BS	S	T	W	I	A	Ld
Ungor	5	3	3	3	3	1	3	1	6

SPECIAL RULES

Raiders: See page 18.

Ambush: See page 18.

Unruly: See page 18.

BEASTMEN CHAMPIONS

The Beastmen give their leaders titles of honour, calling them Foe-renders and Wargors, and the very greatest amongst them Beastlords, also known as Banebeasts or Banegors. It is they who plan the raids on settlements and ambushes on caravans, who settle disputes and keep lesser Beastmen in line with strength of arm. A powerful Beastlord is rightly feared both by his own kind and by other creatures, for his warband will be large, savage and elusive; a deadly scourge on the settlements and travelling parties of Men.

	M	WS	BS	S	T	W	I	A	Ld
Beastlord	5	6	3	5	4	3	6	4	8
Wargor	5	5	3	4	4	2	5	3	7
Foe-render	5	4	3	4	4	1	3	2	7

SPECIAL RULES

Raiders: See page 18.

Ambush: See page 18.



WARHOUNDS OF CHAOS

In the darkest forests, massive, twisted hounds hunt their prey. They often stalk around encampments searching for scraps and lone creatures to attack. When the Beastmen muster for an attack, these hounds lope alongside them, drawn by the promise of fresh meat. Some Beastmen rear these vicious hounds, training them for battle, though they can never be truly tamed. For weeks before a fight, the hounds are penned up, starved and taunted so that when they are unleashed on the foe they are crazed, snarling killers. Only the largest and meanest hounds survive, which are more wolf than dog, and they hunger for flesh and blood. These natural predators are made all the more horrifying by the warping effect of Chaos, causing them to sprout horns, tusks and spines.

	M	WS	BS	S	T	W	I	A	Ld
Warhound	7	4	0	3	3	1	3	1	5

SPECIAL RULES

Ambush: See page 18.

Note: Beastmen train their Warhounds to use their weight of numbers to full advantage which means that, while they do not get the bonuses of fast cavalry, they will get a rank bonus in combat.

BESTIGORS

The toughest of Beastmen are known as Bestigors. As well as being stronger, they tend to be more disciplined, forming more organised ranks in battle than their quarrelsome lesser brethren, and restrain themselves from their more disruptive excesses. They always carry the best weapons and armour available, sometimes even toting steel shields or armour captured from weaker races. Most often the Bestigors will slam into the front of an enemy army where lesser Beastmen might not hold their nerve, while the other Gors and Ungors charge forward in unruly packs.

The most favoured of all Bestigor may even bear the Mark of one of the Great Powers, for, as Children of Chaos, the Beastmen are close to their gods. Bestigor marked in this way are called Khorngors, Tzaangors, Pestigors or Slaangors after the powers Khorne, Tzeentch, Nurgle and Slaanesh, and are amongst the most obscene creatures in the dark corners of the Old World.

	M	WS	BS	S	T	W	I	A	Ld
Bestigor	5	4	3	4	4	1	3	1	7
Gouge-horn	5	4	3	4	4	1	3	2	7

Note that Bestigor do not follow the Raiders or Ambush special rules.



BRAY-SHAMANS

The Shamans of the Beastmen are figures held in respect and awe by their brethren. Even the most powerful Beastmen chief must be wary of the abilities of the Shamans, for they alone amongst the Brayherd have magical powers. These powers are not learned from books or tutors, as they are by less favoured races; the Shamans can command the Winds of Magic by instinct, shaping the forces of Chaos into an expression of their will as naturally as a lesser being might form words and sentences.

Bray-shamans are very important to the warbands. Not only do the most powerful amongst them use their magic to attack the enemy in battle, but they are also said to be able to spirit-walk within the Realm of Chaos, communing with daemons and even with the Powers of Chaos themselves. From these mystical journeys and their dreams and visions, the Shamans divine augurs and interpret omens of things to come.

So powerful are the Shamans held to be, and so favoured by the Powers of Chaos, that harming a Shaman is one of the few things that even the brutish Beastmen fear to do – the wrath of Chaos will be unleashed upon the killer of a Shaman, and no Gor or Ungor is fool enough to risk the anger of the gods.

	M	WS	BS	S	T	W	I	A	Ld
Bray-shaman	5	4	3	3	4	2	4	2	6
Great									
Bray-shaman	5	5	3	4	4	3	5	2	7

SPECIAL RULES

Raiders: See page 18.

Ambush: See page 18.

Wizards: See page 76.

TUSKGOR CHARIOTS

Particularly powerful Beastmen chiefs may be fortunate enough to own chariots. The chariots of the Beastmen are ramshackle, comprising of heavy, large pieces of lumber nailed and bound together with no thought of craftsmanship or finesse. This does not matter, however, because the strength and ferocity of the creatures used by the Beastmen to draw their chariots far outmatches that of mere horses. The Tuskgor, as they are known, are horrifyingly warped crosses between the wild boars of the Old World's forests and Beastmen themselves, twisted by the power of Chaos into massive creatures covered with brutal tusks and horns. In battle, Tuskgor chariots surge towards the enemy at breakneck speed, driving through the ranks of the foe with unstoppable force and scattering them as the Beastmen and Tuskgor strike out with hooves, horns and blades.

	M	WS	BS	S	T	W	I	A	Ld
Chariot	–	–	–	5	4	4	–	–	–
Bestigor	–	4	–	4	–	–	3	1	7
Ungor	–	4	–	3	–	–	3	1	–
Tuskgor	7	3	–	3	–	–	2	1	–

SPECIAL RULES

Chariot: See the Warhammer rulebook, pages 126-128.

Tuskgor Charge: A charging Tuskgor receives a Strength bonus of +2, giving it a Strength value of 5 during the turn in which it charges. Obviously this bonus applies to the Tuskgor and not to the Chariot or those riding in it.

Characters: A character mounted in a chariot may not be sent to lie in Ambush, and loses his Raiders ability.



MINOTAURS

Minotaurs are massive bull-headed monsters. They can be over twice the height of a man and are far greater in bulk. Their gigantic heads are broad and ugly, and their horns are sharp and dangerous. Many have the cloven-hoofed hindquarters of a beast and other deformities of the body that the touch of Chaos brings. They are less intelligent than Men or even Beastmen, but are unnaturally strong and powerful.

Though normally ponderous and slow-witted, battle turns Minotaurs into raging bulls and the scent of blood drives them to violent excess. In the midst of combat they tear their enemies apart and swallow down great chunks of bloody flesh, quenching their thirst with the blood of the dying whilst the battle rages on around them.

It is said that Minotaurs are the keepers of dark shrines deep within the farthest reaches of the forests, where even Beastmen fear to tread. Here they pile the weapons, armour and skulls of defeated foes in praise of the Chaos gods, often in such quantities that the mounds of rusting treasure and foetid remains obscure the shrines completely. Because of this, Minotaurs are held in a strange reverence by Beastmen, who are at once in awe and fear of the favour that the Minotaurs receive from their gods.

	M	WS	BS	S	T	W	I	A	Ld
Minotaur	6	4	3	4	4	3	4	3	8
Bloodkine	6	4	3	4	4	3	4	4	8

SPECIAL RULES

Fear: Minotaurs are large and frightening creatures, and so cause *fear* as described on page 81 of the Warhammer rulebook.

Bloodgreed: Minotaurs are known for their craving for flesh, and even in the heat of battle will stop to devour the fallen rather than continue to fight. A unit of Minotaurs can never make an Overrun move, even if normally forced to do so by psychology or some other effect. However, Minotaurs pursue 3D6", rather than 2D6".

DOOMBULLS

The largest and most intelligent Minotaurs are revered as Champions of the Chaos gods, and are known amongst the Beastmen as Doombulls. As with human Champions, a Doombull may swear allegiance to a single Chaos god, or worship them all with equal fervour, and this is often reflected in their appearance. Doombulls of Khorne, sometimes called Bloodbulls or Khornebulls, often have red-tinged flesh and fur, and their horns are sheathed in heavy brass. The Plaguebulls of Nurgle are fetid, bloated creatures, with gargantuan stomachs filled with corpse gas, and ridden with poxes and boils. Slaanbulls, who worship the god of extravagance Slaanesh, decorate their bodies with many gory trophies, and jewellery looted from others is hammered into their bare flesh and hung on their horns. Most bizarre are the Tzaanbulls, dedicated to the



Lord of Magic, Tzeentch. Their brightly patterned skin, wreaths of twisting horns and an aura of crackling Chaos energy mark them out from others of their kind.

	M	WS	BS	S	T	W	I	A	Ld
Doombull	6	6	3	5	5	4	5	5	9

SPECIAL RULES

Fear: Doombulls are large and frightening creatures, and so cause *fear*.

Bloodgreed: Like other Minotaurs, a Doombull will stop to eat the flesh and bones of its victims. A unit led by a Doombull can never make an Overrun move, even if normally forced to do so by psychology or some other effect. However, Doombulls pursue 3D6", rather than 2D6". If the Doombull is with a non-Minotaur unit, then its normal pursuit rate is used.

CENTIGORS

Centigors are a disturbing cross between four-legged creatures, such as horses and oxen, and the bipedal beasts of Chaos, merged together by the warping powers of the Wastes some time in ages past. They possess the hindquarters and forelegs of their quadruped ancestors, granting them great speed and strength, but the upper body of a humanoid with which they wield brutal weapons.

Strong of limb and fleet of foot, These beast-centaurs are powerful creatures. However, they are not especially agile, and while they have great strength they lack the dexterity to manipulate objects with any skill or control. Centigors are bitter and spiteful, resenting their awkward nature, and harbour a deep jealousy of creatures whose minds and bodies are better matched. Centigors live on the northern and eastern edges of the forests of the Old World, where the trees reluctantly yield to the sparse grasslands of the Northern Wastes. They are nomadic, without settlements or even encampments of any kind, finding what little protection they need in the lee of cliffs and natural rock shelters. Often they will join the warband of a Chaos Champion, for the rewards of violence and plunder from such an allegiance are great.

Centigors are mounted on a cavalry base and treated as cavalry in all respects except for the following:

They do not gain +1 Armour save.

They may benefit from using two hand weapons, or the hand weapon and shield bonus, as if on foot.

They use the cavalry rules for spears.

	M	WS	BS	S	T	W	I	A	Ld
Centigor	8	4	3	4	4	1	2	1(2)	7
Gorehoof	8	4	3	4	4	1	2	2(3)	7

SPECIAL RULES

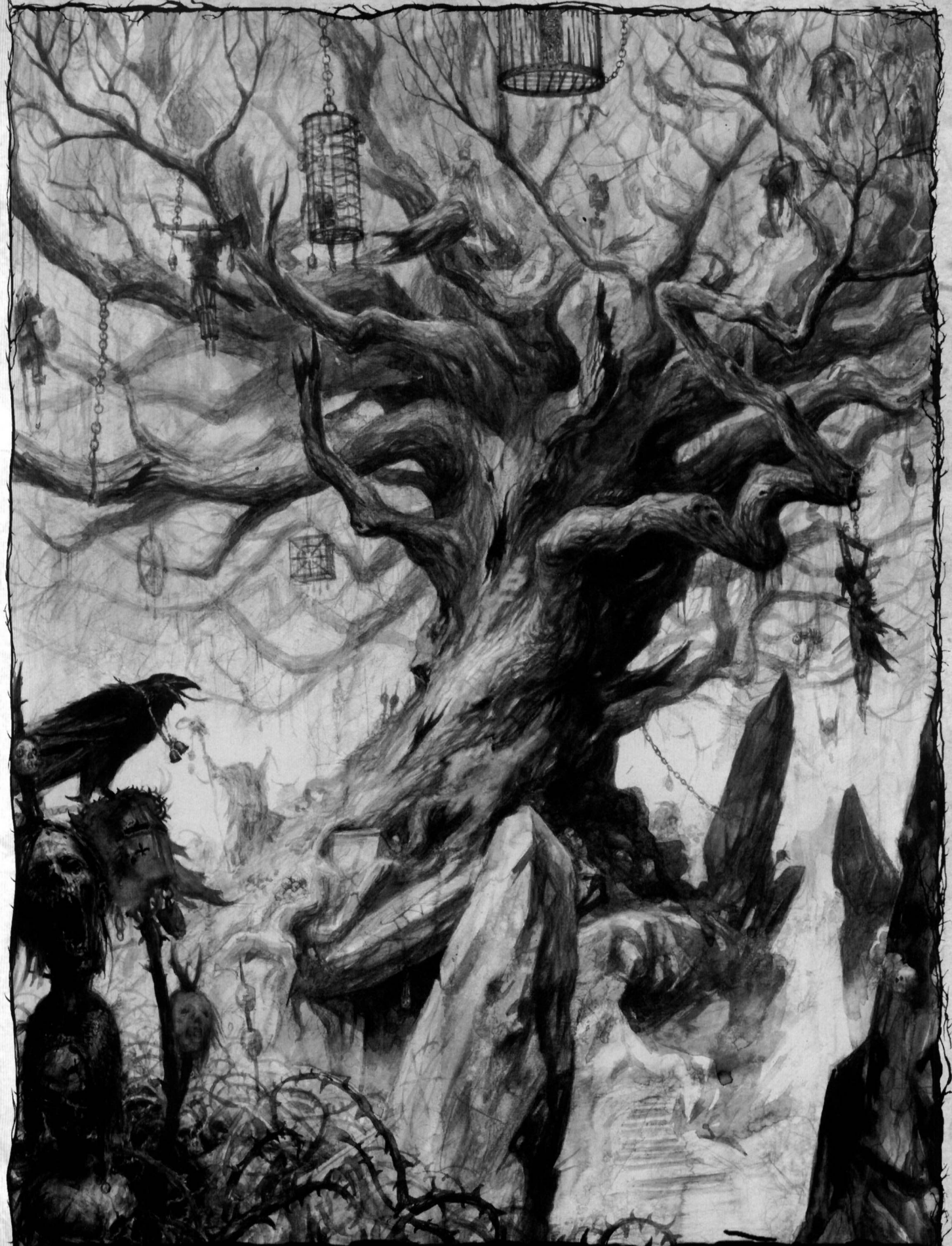
Drunken: Centigors are inclined to drink vast quantities of noxious beer and looted wine and spirits before battle, working themselves up into a drunken frenzy. While this makes them heedless of danger, and can turn them into berserk fighters, it can also severely incapacitate them.

Roll a D6 for each Centigor unit at the start of each of their turns, before charges are declared. On a roll of 1, they must test for *stupidity* that turn (see pages 82-83 of the Warhammer rulebook). On a roll of 2-5 the alcohol has no benefit or hindrance that turn. On a roll of 6 they become subject to *frenzy* for that turn (even if they have previously lost a round of combat). Remember that while subject to *stupidity* or *frenzy* they are immune to all other forms of psychology.

Move through woods: Centigors are creatures of the dark forests, able to gallop along winding tracks and weave through the trees with great speed. Units of Centigors suffer no movement penalties for moving through wooded terrain.

Trample: As well as their weapons, Centigors use their hooves and sheer size to crush the enemy. Centigors have an additional Attack, which does not benefit from weapon penalties or bonuses.





THE GIBBET TREE OF WOE

DRAGON OGRES

When forks of lightning sunder the night sky and the roar of thunder bellows over the land, the people of the north say that the Dragon Ogres are fighting each other on the peaks of the Worlds Edge Mountains. Travellers, having taken shelter in some cave or hollow, might see the battling creatures silhouetted against the raging night by lightning flashes.

On cold winter nights terrible storms assail the mountains of the northern Old World. The sleeping Dragon Ogres stir as their dreaming minds hear, echoed in the thunder, the roar of the Chaos gods calling them to battle. For such is the pact that the Dragon Ogres made – they placed themselves in eternal bondage to Chaos in return for long years of life. The louder the thunder, the more Dragon Ogres wake, but only a storm of immense power can stir the oldest and most powerful of these beasts. As lightning bolts pour from the skies, the Dragon Ogres answer the call to war. Once awakened, they battle to ascend the highest peaks and receive the lightning blasts that will invigorate them and extend their lives.

	M	WS	BS	S	T	W	I	A	Ld
Dragon Ogre	7	4	2	5	4	4	2	3	8

SPECIAL RULES

Fear: The Dragon Ogres are ancient and terrible foes. They cause *fear* as described on page 81 of the Warhammer rulebook.

Scaly Skin: Dragon Ogres gain a 5+ Scaly Skin save from their tough hides.

Storm Rage: Dragon Ogres bathe in lightning to invigorate themselves and extend their lives. They are immune to all lightning-based attacks and spells, for example, Skaven warp-lightning attacks and certain Lore of Heavens spells, such as *Storm of Cronos* and

Dragon Ogres, known in the Dark Tongue by a multitude of names including Shartaks, Sharunocks and Garthors, are said to be the most ancient of all the world's living creatures. According to legend they are the kin of Dragons, beasts of antiquity who inhabited the world before the Chaos gateways unleashed the power of the Dark Gods. Aeons ago their race made a pact with the forces of Chaos, embracing damnation rather than accepting a slow decline into extinction. At least such are the legends, culled from the records of the ancients of Lustria and reported by bold explorers amongst the fallen ruins of that land and its strange, cold-blooded people.

Forked Lightning. If, for whatever reason, Dragon Ogres are targeted by a lightning-based attack, they suffer no effects and become *frenzied*.

DRAGON OGRE SHAGGOTHS

As Dragon Ogres grow older, they grow larger, continuing to increase in size as the centuries pass by. It is thought that only death in battle can destroy a Dragon Ogre, for otherwise they will survive until the end of time, as long as there is lightning to refresh their souls and bodies. The oldest Dragon Ogres are therefore monstrous indeed. Alive since before the Elves had learned the ways of written language, perhaps even before the arrival of the Old Ones, Shaggoths, as these fell beasts are known, can reach titanic proportions and on occasion have been seen to tower above forest canopies, even castles.

Such is the horror of the Shaggoths that the sire of the Dragon Ogre race, Krakanrok the Black who has existed for time immemorial, is said to be the size of a mountain. Tales like this are surely exaggerated, but illustrate the sheer terror that these mighty, and exceedingly rare, creatures cause in their foes. Though sworn to Chaos, Shaggoths are also fiercely independent and will refuse to fight for a Daemonic master, in the belief that to do so risks what remains of their souls.

	M	WS	BS	S	T	W	I	A	Ld
Shaggoth	7	6	3	5	5	6	4	5	9

SPECIAL RULES

Terror: Shaggoths are enormous and awesomely powerful, able to tear apart entire regiments of soldiers at a single stroke. They cause *terror* as described on pages 81-82 of the Warhammer rulebook.

Large Target: Shaggoths are immense creatures and count as large targets.

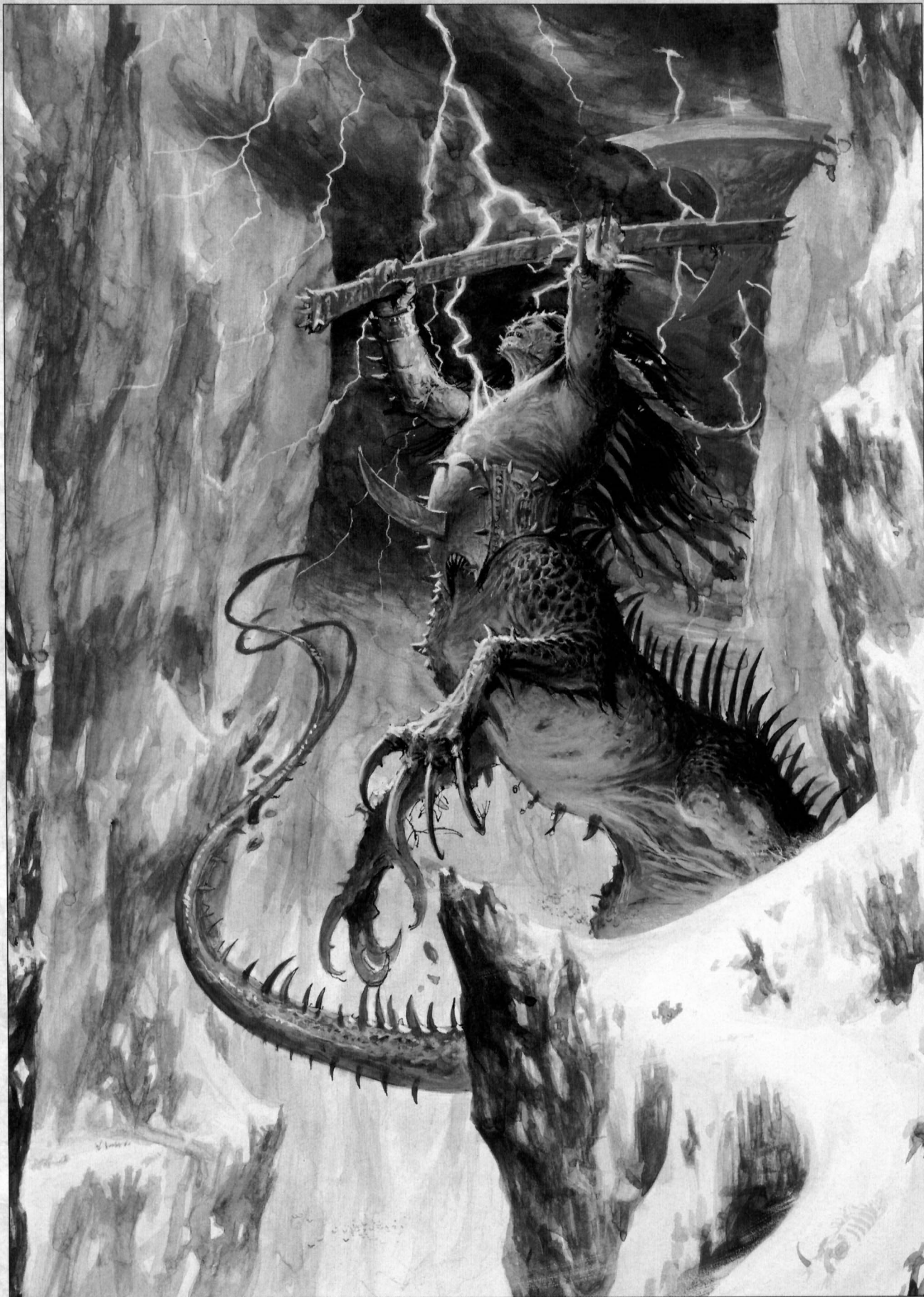
Unit Strength: Shaggoths have a Unit Strength of 6 (this is not increased by the Mark of Nurgle).

Scaly Skin: The Shaggoth's tough scales give it a Scaly Skin save of 4+.

Immune to Psychology: Dragon Ogre Shaggoths are Immune to Psychology, as described on page 112 of the Warhammer rulebook.

Storm Rage: Shaggoths bathe in lightning to invigorate themselves and extend their lives. They are immune to all lightning-based attacks and spells, for example, Skaven warp-lightning attacks and certain Lore of Heavens spells such as *Storm of Cronos* and *Forked Lightning* targeted by a lightning-based attack, it suffers no effects and becomes *frenzied*, even though it is normally Immune from Psychology.

Shaggoth Champions: The strongest Shaggoths battle each other for dominance, and the victor will emerge as a Champion of the Chaos gods. A Shaggoth Champion is treated exactly like a Lord character (may be the army General, issue challenges, etc.) and may be given Marks of Chaos (see page 60).



SPAWN OF CHAOS

A creature which is visited by too many gifts of the Dark Gods eventually succumbs to madness and mutation and becomes a Spawn of Chaos. Amongst the inhuman Beastmen, the line between heavy mutation and spawndom is a fine one, and most warherds accept these bloated, writhing creatures into their ranks. The fate of a Spawn is to die, either on the field of battle by axe or sword, torn apart in the wilds by even more savage creatures, or literally ripped asunder by the Chaos energy that continues to course through its twisted body.

Some Spawn of Chaos are even more remarkable, possessing particular traits of the gods. The Beasts of Nurgle drip with slime that burns the ground, their lashing tentacles and rasping tongues infecting their foes with a single caress. Spawn with long serpentine bodies and many writhing, sinuous tentacles are known as Fiends of Slaanesh. Such creatures race across the field of battle, ensnaring the enemies of Chaos with their flailing arms and vicious talons. The Bloodbeasts of Khorne are masses of muscle and tendon, with pulsing veins and whip-cord sinew. Their many snapping jaws, razor-sharp claws and beweaponed tails decapitate and disembowel with a single sweep. Most bizarre of all are the Firewyrms of Tzeentch, constantly rippling and shifting with the power of change. Their skin blisters into eyes, maws open on distended limbs, flames lick from screaming orifices and gout out in blasts of purple, red and blue, incinerating those close by.

	M	WS	BS	S	T	W	I	A	Ld
Spawn	2D6	3	0	4	5	3	2	D6+1	10

SPECIAL RULES

Special Movement: Spawn of Chaos are moved in the Compulsory Movement part of the Chaos player's Movement phase, moving 2D6" each turn. The player has

no control over the distance moved, but must nominate in which direction the Spawn will move before rolling the dice (this must be in a straight line).

If the Spawn's movement is sufficient to take it into an enemy unit then it counts as charging, following all of the normal rules. The target may make a charge response as normal, counting the Movement value rolled as the Spawn's maximum charge distance (for the purposes of fleeing, standing and shooting, etc).

Special Attacks: Chaos Spawn have a random number of Attacks. This is rolled at the start of every Close Combat phase. Roll to hit and wound as normal.

Unbreakable: Chaos Spawn are mindless creatures with no sense of their own mortality. They are therefore Unbreakable as described on page 112 of the Warhammer rulebook.

Fear: Chaos Spawn are nightmarish creatures which fill mortals with loathing and dread. They cause *fear* as described on page 81 of the Warhammer rulebook.

Unit Strength: Chaos Spawn have a Unit Strength of 3.

Beasts of Nurgle: Beasts of Nurgle have Poisoned Attacks (see page 114 of the Warhammer rulebook).

Fiends of Slaanesh: A Fiend of Slaanesh has a Movement value of 3D6", instead of 2D6".

Bloodbeasts of Khorne: Spawn of the Blood God have +1 Strength (making them Strength 5).

Firewyrms of Tzeentch: These creatures breathe magical flames. They have a Strength 3 breath weapon (see page 114 of the Warhammer rulebook). If the Spawn is not engaged in combat, it will target the nearest enemy unit it can see (this is the Chaos player's choice in the case of two or more units being equidistant from the Spawn).



And there amidst the sprickly bushe, he spied the lairing of the brute.

CHAOS GIANTS

All Giants are monstrous humanoids, as tall and strong as ten men. The only thing they love more than alcohol is battle, and they are almost always drunk, fighting or both. Giants are loud, coarse, violent and often stupid, but they are able to lay waste to whole regiments when the mood takes them, smashing foes with fists and crude clubs and crushing them beneath their massive feet.

Giants are encountered far more frequently in the north than in other areas of the Old World. They are more fond of the cold, rocky climes of the Troll Country and Norsca than they are of the forests of the Empire. Although they will occasionally descend from lairs in the Worlds Edge or Middle Mountains to join bands of Orcs or Beastmen, it is far more usual to encounter them raiding from the north, either alone or with warbands of fellow marauders. There is little besides the thrill of combat and vast barrels of ale that a Giant requires from a Champion of Chaos whose band he joins, and as long as enough livestock and villagers can be found to feed the Giant without recourse to him devouring other members of the warband, he will be welcomed in any Chaos army.

Some Giants, especially those who make their homes far to the north where Norsca begins to give way to the Chaos Wastes, are warped still further by the power of Chaos. The mutations caused by the influence of the Dark Powers are even more terrifying when displayed by such monstrous creatures, and Giants moulded by Chaos into even more fearsome shapes can turn the bravest warrior to flight.

	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	3	6	5	6	3	special	10

SPECIAL RULES

Ignore Little 'Un Panic: Giants expect smaller, weedier folk to run away and would be disappointed if they didn't. Consequently, when any unit of cavalry-sized or smaller models is destroyed, breaks or flees past, Giants do not need to test for *panic*. See the Warhammer rulebook for the complete Panic rules, pages 80-81.

Large Target: Giants are large targets!

Terror: Giants are extremely large, verbose, rude, threatening and malodorous monsters and it's scarce wonder that they incite *terror* in their foes. See pages 81-82 of the Warhammer rulebook.

Stubborn: Being several times the size of everyone else, Giants believe themselves far more important and also far tougher. Any cuts and bruises they get from the enemy just annoy them as the irritating little folk can hardly pose any real threat, can they? Because of this, a Giant will rarely flee from combat. Giants are *stubborn*.

Move: Giants have long limbs and move over normal sized obstacles such as walls and fences without breaking stride. Treat such obstacles as open ground when working out how far the Giant moves. However, when crossing such obstacles the player must test to see if the Giant falls over.

Fall Over: Giants are ungainly and frequently befuddled, as a consequence of which they often trip, stumble or fall down. They are especially prone to this if they've been raiding the local brewery. When a Giant falls over, this is

bad news for everyone nearby as a falling Giant can easily squash anything it falls on.

A Giant must test to see whether it falls over if any of the following apply:

- 1) When it is beaten in close combat. Test once results are established but before taking Break or Panic tests.
- 2) At the start of the Movement phase if it is fleeing.
- 3) When it crosses an obstacle. Test when the obstacle is reached.
- 4) If the Giant decides to Jump Up and Down on an enemy. Test immediately beforehand.

To see if the Giant falls over roll a D6. If you score between 2 and 6 then the Giant sways slightly, but regains his balance and no harm is done. If the roll results in a 1, the Giant falls over. Obviously, if a Giant is slain then it falls over automatically.

To determine which direction the Giant falls, roll a Scatter dice – the arrow indicates the direction in which the Giant falls. Place the Falling Giant template (see page 80) with its feet at the model's base and its head in the direction of the fall. Any models lying completely under the template are automatically hit. Any models partly covered are hit on a 4+.

Any model hit by a falling Giant automatically takes one Strength 6 hit which causes D3 wounds. These hits are resolved in the usual way. If the unit is in combat and the Giant has fallen over whilst attempting to Jump Up and Down or as the result of a Mutant Monstrosity attack, wounds inflicted by a falling Giant count towards the combat result.

A Giant that falls over automatically suffers 1 wound itself with no save. If the Giant is in combat then this wound counts towards the final combat result.

Once on the ground, a Giant may get up in his following Movement phase, but may not otherwise move that turn. Whilst on the ground a Giant may not attack, but he can still defend himself after a fashion so the enemy must still roll to score hits on him.

If forced to flee whilst on the ground, the Giant is slain – the enemy swarm over him and cut him to pieces. If the Giant gets the opportunity to pursue his foes whilst he's on the ground, he stands up instead. A Giant may attack on the turn it stands up.

Giant Special Attacks: Giants do not attack in the same way as other creatures though they select their victims as normal. They are far too large and fractious to take orders, and much too scatterbrained to have any sort of coherent plan. In fact, once in combat even the Giant doesn't really know what he's going to do next!

To determine what happens, each Close Combat phase roll a D6 on one of the tables overleaf when it is the Giant's turn to fight. Which table you use depends on the size of the Giant's victim. When fighting characters riding monsters or chariots, decide whether to attack the rider or mount/chariot, as normal and use the appropriate table for the size of the target.



Giant fighting big things (Ogres, Kroxigors, Minotaurs or similar sized or larger creatures including Chariots):

D6 Result

- 1 Yell and Bawl
- 2-4 Thump with Club
- 5-6 'Eadbutt

Giant fighting anyone smaller than above:

D6 Result

- 1 Yell and Bawl
- 2 Jump Up and Down
- 3 Pick Up and...
- 4-6 Swing with Club



Yell and Bawl: The Giant yells and bawls at the enemy. This is not a pleasant experience as Giants are deafeningly loud and tend towards poor oral hygiene. Neither the Giant nor models in contact with him actually fight if they have not already done so this round, but the combat round is automatically won by the Giant's side. The enemy are automatically beaten and count as losing the combat by 2.

Jump Up and Down: The Giant jumps up and down vigorously on top of one enemy unit in base contact. Before he starts, the Giant must test to determine if he falls over. Assuming that he remains on his none too nimble feet, the Giant bounds up and down on the enemy unit, guffawing madly.

The unit sustains 2D6 Strength 6 hits allocated as shooting hits. Work out damage and saves as usual. Giants enjoy jumping up and down on their enemies so much that a Giant that does so in one combat round will automatically do so in the following round if he is able to, assuming that he did not fall over in the previous round. A separate test is required at the start of each succeeding combat round to determine if the Giant falls over. A Giant that starts to Jump Up and Down will therefore continue to do so until he falls over or until the combat comes to an end.

Swing with Club: The Giant swings his club across the enemy's ranks, knocking many targets to the floor. The Giant inflicts D6 Strength 6 hits on the target unit, allocated as shooting hits.

Thump with Club: Most Giants carry a big club, often a tree trunk or a big bone. If they have no weapon they use their enormous fists. The Giant picks one model as his target and brings down his club with a mighty stroke.

The target may attempt to avoid the blow by taking and passing an Initiative test. If avoided there is no effect. If failed, the target is struck and takes 2D6 wounds with no Armour save allowed. If a double is rolled, the Giant's club embeds itself in the ground and the Giant cannot attack at all in the following round whilst he recovers his

weapon (this ceases to apply if the combat ends before the next round).

'Eadbutt: The Giant head-butts his enemy, automatically inflicting 1 wound with no Armour saves allowed. If the victim is wounded but not slain then he is dazed and loses all of his following attacks – if the target has not yet attacked that combat round he loses those attacks, if he has already attacked he loses the following round's attacks.

Pick Up and... : The Giant stoops down and selects a model (Giant player's choice) that is either in base contact or touching a model in base contact (Giants have a long reach). The target may make a single attack to try to fend off the Giant's clumsy hand. If this attack hits and wounds the Giant, the Giant's attack fails, otherwise the Giant grabs the model and the player rolls a D6 to see what happens next:

D6 Result

1 Stuff into Bag. The Giant stuffs the victim into his bag along with sheep, cows and other plunder. The model is effectively a casualty and can do nothing whilst in the bag, but if the Giant should be slain any enemy trapped in his bag is freed unharmed at the end of the battle. Victory points are not awarded to the enemy for freed models.

2 Throw Back into Combat. The victim is hurled back into his own unit like a living missile. This causes a wound on the victim with no saves allowed, and D6 Strength 3 hits on the unit. Saves are taken as normal.

3 Hurl. The victim is hurled into any enemy unit within 12" of the Giant – randomly determine which. This causes a wound on the victim with no saves allowed, and D6 Strength 3 hits on the unit. Saves are taken as normal. If no enemy units are in range, treat this as a *Throw Back into Combat* result instead.

4 Squash. This doesn't really bear thinking about. Suffice to say the model becomes a casualty and is removed from the game.

5 Eat. The Giant gobbles his victim up, swallowing him whole. The model is removed from the game.

6 Pick Another. The Giant stuffs the victim hurriedly into his bag or under his shirt (or down his trousers if they're really unlucky) and attempts to pick up another victim. The second victim makes a single attack (as above) to avoid being picked up. If the Giant rolls a succession of 6s, it is possible for him to amass a collection of trapped foes in his pockets and bags (not to mention down his trousers). Trapped models are effectively casualties, exactly as explained in the *Stuff into Bag* result described above.

Mutant Monstrosity: If the Giant is a Mutant Monstrosity, it has been warped by the power of Chaos, perhaps sprouting extra arms, stone-like skin, multiple heads or any manner of strange mutations. A Mutant Monstrosity has a 5+ Scaly Skin save. After rolling to determine the Giant's special attack for a round of combat, roll another D6. If the score is the same as the special attack roll, the Giant leaps recklessly onto the enemy! The Giant is treated as falling down in all respects, with the exception that the player controlling the Giant may choose in which direction it falls.

CHAOS OGRES

Ogres are large monsters, with the basic form of a Man but twice as tall and infinitely more savage in appearance. Ogres live for one thing: eating. They are often thought rather stupid by other races, but although it is true that they have difficulty with problems of logic or learning, they have an instinctive cunning and intuition that belies their brutish exteriors and are intelligent enough to adapt to other societies.

It is unlikely that Ogres are themselves creatures of Chaos, or whether they are a race in their own right whose association with the Dark Powers is purely one of mutual motivation. Their race is free and Chaos has no claim on them; they have their own society, their own language and their own customs, and must voluntarily enter the service of Chaos for it to hold any sway over them. Although resistant to mutation, Ogres of the far north are often warped, as are all creatures of the Wastes.

Many Ogres do choose to follow the Dark Gods of their own free will, however, for promises of eternal battle are a sore temptation to them. The warbands of Chaos are ideal for the Ogres to indulge their appetites, and they are often seen accompanying the hordes of warriors and beasts that make up the armies of the Ruinous Powers.

	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	3	2	4	4	3	2	3	7
Big Ogre	6	3	2	4	4	3	2	4	7

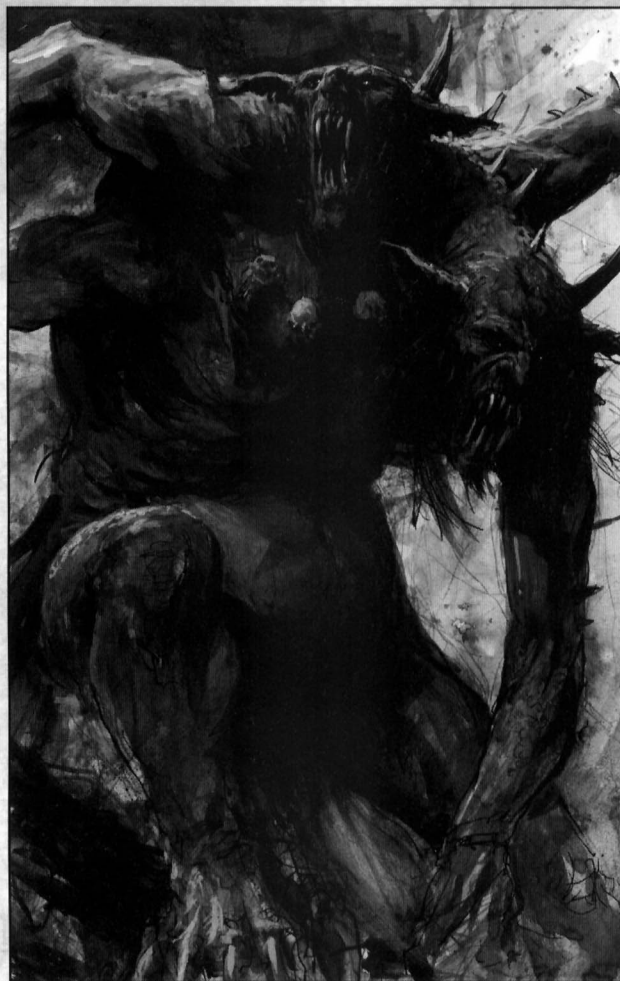
SPECIAL RULES

Fear: Ogres are big, strong and ugly, and have a reputation for breaking bones as easily as twigs. They therefore cause *fear* as described on page 81 of the Warhammer rulebook.

CHAOS TROLLS

Ordinary Trolls – if such things could be said to be ordinary – are horrifying creatures. Massive, twisted parodies of the human form, they are ugly monstrosities possessed of enormous strength. They have the barest minimum of intelligence, and the ability to heal injury almost as fast as it can be inflicted that, together with their natural resilience, can make them almost indestructible. Much taller than even a Beastlord, even a single Troll is a deadly foe and capable of rending a soldier limb from limb – when they gather in packs to feed, Trolls can be counted amongst the most dangerous creatures in the Old World.

Even more deadly are Chaos Trolls. All Trolls have been affected by Chaos to some extent, as their species is the result of thousands of years of warping influence from the corrupting power of the north. Those that are sometimes seen accompanying warbands of Chaos worshippers, however, have been altered by the power of Chaos more directly. They sport all manner of mutations, making them even more hideous than their common cousins, and the power of the Winds of Magic stokes their natural aggression and strength, turning them from mere monsters into some of the most terrible beasts in the armies of Chaos.



	M	WS	BS	S	T	W	I	A	Ld
Chaos Troll	6	3	1	5	4	3	1	4	4

SPECIAL RULES

Fear: Chaos Trolls are hideously ugly and immensely strong, and so they cause *fear* as described on page 81 of the Warhammer rulebook.

Regenerate: Trolls are able to re-knit the most hideous injuries in seconds. They can Regenerate as described on page 113 of the Warhammer rulebook.

Troll Vomit: Instead of attacking normally, the whole unit can choose to vomit on the enemy. Each model inflicts one automatic Strength 5 hit with no Armour saves allowed.

Stupidity: Trolls are notorious for their lack of brains, prone to being distracted or wandering off after shiny objects even in the midst of battle. They suffer from *stupidity*, as described on page 82 of the Warhammer rulebook.





COLLECTING A BEASTMEN ARMY

Whether you're an experienced collector, or a relative newcomer to the hobby, starting an army is an exciting prospect. In the beginning it's always nice just to start with random models you like the look of or want to paint or convert. Before your enthusiasm takes over completely, it's a good idea to have a playable army in the back of your mind. In the case of a Warhammer army, that means starting with a basic requirement of two Core regiments and a Hero to act as leader.

For a Beastmen army there are four regiments to choose from for the army's Core units. Of these, the Beastmen Herds are the best place to start. The Herds of Gor and Ungor are the mainstay of the Beastmen army – the plastic Beastmen regiment will give you a complete unit of these models, with the option of equipping them for two different fighting styles. You can give your Gors the aggressive option of two sets of hand weapons or, instead, the more defensive option of hand weapon and shield.



The photograph below shows a small army led by a Beastmen Wargor, with a core of two Beastmen Herds, each of the Herds with a different weapon option. Add the Wargor to whichever unit you want to lead your attack. This basic force will allow you to experiment, fighting both normal engagements and battles using the Beastmen Ambush rule.

When you've fought a few battles with your starting force, you'll have some ideas about what you want to add. At this stage, most of what you add will be useful, but it's a good idea to think about whether you want the army to follow a particular theme or strategy. You may want a fast, ambush-based force, in which case Chaos Hounds, Tuskgor Chariots and Centigor are a good idea. Alternatively, the Beastmen army also has a number of durable and hard-hitting but slower moving regiments such as Bestigor, Chaos Trolls and the mighty Dragon Ogres. Part of creating your own unique army is how you balance these traits. However you prefer to play, the Beastmen army is flexible enough to provide a powerful army to suit your style.



Wargor Horgatban leads his Herds to war.

HEROES

One of the most important decisions to be made when collecting an army is who will lead it. This is even more critical in the case of a Chaos army, where the choice of general will change the way the army is formed.



The village of Arenburg dreams on in the early evening, unaware that the eye of Beastlord Gborkhan has come upon them.



The village of Immelscheld's militia make a desperate stand against the charge of a Doombull.



There are three basic forms that a Beasts general can take: a Beastmen warrior, a Shaman, and a Doombull. A warrior general binds the army together with his strong leadership, whilst adding his fighting strength to his regiments. The Shaman provides protection from the magical assaults of enemy sorcerers, while being able to call on the power of Chaos sorcery. A Doombull is a frightening monster in itself, but also increases the number of monsters in the army, allowing you to take its Minotaur kin as a Core unit.





When not leading their own armies, Beastmen Heroes join the hordes of more powerful Beastmen Lords. Most of these Heroes add their strength to the Lord's regiments, but one may be given the honour of carrying the Lord's horrific battle standard.



The bloody standard of Beastlord Korgotha is raised triumphantly in the smouldering ruins of an Empire farmstead.



Gorthor the Beastlord directs the charge of his bestial horde.

CORE BEAST UNITS

The heart of the Beastmen army is herds of Gors and Ungors that are able to move rapidly through difficult terrain or appear suddenly from ambush. These flexible regiments can be enhanced by the inclusion of the hard-hitting Tuskgor Chariots or the fast and manoeuvrable Warhounds of Chaos.



Tuskgor Chariot



The Gors form the front ranks of the Beastmen Herds in close combat, backed up from the rear ranks by the spears of the weaker Ungors.



A Beastmen horde ambushes a force of Wood Elves as they attempt to restore a fallen waystone.



The Beastmen move swiftly through the dense forest, enraged by the scent of Man.



THE GREAT BEASTS OF CHAOS

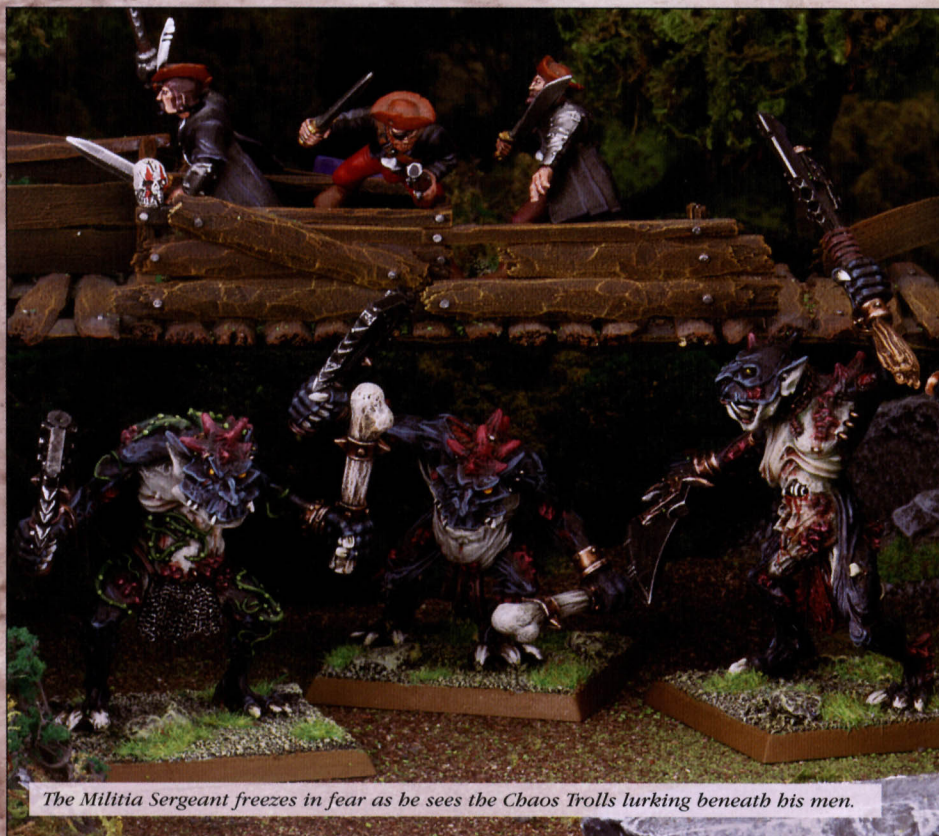
In the dense forests of the Old World, there are countless monsters of Chaos waiting in the darkness for the war call of the Beastlords.



Volatile and unpredictable, the Centigor charge unimpeded through forests to deliver powerful attacks with spear and claw.



Drunken and wild, the Centigor charge out from the darkness of the forest.



The Militia Sergeant freezes in fear as he sees the Chaos Trolls lurking beneath his men.



Even more twisted and mutated than their Troll cousins, Chaos Trolls can survive terrible wounds whilst dealing damage with claws, weapons and even gouts of stomach acid.



The brutal Chaos Ogres emerge from their forbidding lair, heeding the call of the Beastlord.

Not all of the servants of Chaos are born of Chaos itself. The heavily armed and armoured Ogres give themselves willingly to Chaos for the promise of war.



A titanic Shaggoth waits for the power of a storm to drive him to war.

PAINTING BEASTS

Beastmen come in a variety of warm, brown, bestial colours. Before a final colour scheme was settled on, the Studio miniatures painters experimented with several combinations. This is a guide to painting Beastmen in the style of the Studio army, along with some of the alternatives.

SKIN

Use the same colours for the skin of the Gor and Centigor.

- Use *Vermin Brown* for the basecoat of the skin.
- Highlight the skin with *Vomit Brown*.

The skin of an Ungor is slightly lighter, so use more *Vomit Brown* over the *Vermin Brown*. A further highlight of *Bleached Bone* will help to lighten the Ungor skin.

FUR

The fur of the Beastmen is painted in a darker colour than the skin.

- Use *Scorched Brown* for the basecoat.
- Drybrush the fur with a mixture of *Scorched Brown* and *Bleached Bone*.

SHIELDS

- For the basecoat of the shield, use *Chaos Black*.
- Highlight the shield with *Codex Grey*.
- The metal is *Boltgun*.
- Metal with a wash of *Brown Ink*.

EYES

- Start by painting the eyes with *Skull White*.
- Paint over the white completely with *Blood Red*.

HORNS AND HOOVES

The hooves of the Beastmen are darker than the horns and so need very little highlighting.

- Paint the horns with a layer of *Graveyard Earth*.
- Use *Bleached Bone* as a highlight, leaving the roots of the horns dark.

LOINCLOTH

The loincloth of the Beastmen is painted in a pale colour to contrast with the warmer and darker skin and fur.

- Use a layer of *Snakebite Leather* as a base for a layer of *Bleached Bone*.
- Highlight the clothing with *Skull White*.

VARIANTS



- Skin – *Bestial Brown*.
- Fur – *Vermin Brown*.



- Skin – *Scorched Brown* mixed with *Chaos Black*.
- Fur – *Chaos Black*.



- Skin – *Dwarf Flesh* mixed with *Bleached Bone*.
- Fur – *Bestial Brown*.



- Skin – *Snakebite Leather*.
- Fur – *Vermin Brown* mixed with *Blazing Orange*.

PAINTING MONSTERS

The monsters that accompany the Beastmen Herds are generally painted in similar earthy colours of brown and black. This is a guide to painting some of these creatures.

CHAOS TROLLS

The Chaos Troll has dark skin but a lighter chest and stomach to show off the details of its strange mutations.

- Use a layer of Bleached Bone as a basecoat for the teeth and claws.
- Highlight with Skull White.



- Begin painting the skin of the Troll with a basecoat of Chaos Black.
- Highlight the skin with Shadow Grey.
- The lighter skin of the chest and belly starts with a layer of Graveyard Earth.
- Highlight the skin with a mixture of Dwarf Flesh and Kommando Khaki.

DRAGON OGRES



- The more human skin tone starts with a basecoat of Dwarf Flesh mixed with Dark Flesh, then highlighted with Tanned Flesh.
- The reptilian skin of the Dragon Ogre is a basecoat of Dark Angels Green, highlighted with a mix of Dark Angels Green and Rotting Flesh.

CHAOS OGRES



- The Ogre's skin is a mix of Dwarf Flesh and Kommando Khaki, highlighted with a mix of Kommando Khaki and Bleached Bone.
- The armour basecoat is a mix of Tin Bitz and Boltgun Metal.
- Highlight the armour with Chainmail.

MINOTAURS

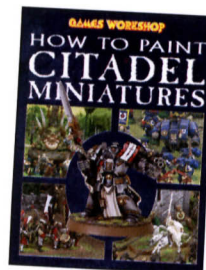
- The horns and claws of the Minotaur begin with a basecoat of Codex Grey, followed by a highlight of Skull White.

- The basecoat for the skin of the Minotaur is a mixture of Dark Flesh and Bronze Flesh.
- Highlight the skin with Dwarf Flesh.



- Drybrush the fur with Scorched Brown paint.
- Drybrush the raised areas of the fur with Bestial Brown as a highlight.

For everything you need to know about painting Citadel miniatures:





A vast horde of Beastmen pour from the Drakwald Forest to smash the lines of the Empire army.



THE MARK OF THE GODS

The Mark of a Chaos god changes both the appearance and the abilities of a regiment or character. That change should be immediately visible on the model itself, from simply adopting the colours of the god through to the more extreme mutations of the Pestigors of Nurgle.



The Pestigor in the Studio Beastmen army were painted in drab greens, blacks and browns to give them a suitably grim and dirty appearance.

- ● ● Diseased skin – Tentacle Pink mixed with Bleached Bone, followed by a Purple Ink glaze.
- Clothing – Catachan Green or Chaos Black.



Pale skin was chosen for the Slaaneshi Beastmen to match the Studio Slaanesh army.

- Skin – Dwarf Flesh mixed with Skull White.
- Fur – drybrushed Chaos Black mixed with Codex Grey.



The 'Eavy Metal team chose a tiger stripe pattern for the followers of Tzeentch, to give them a wild, mutated appearance.

- Skin – Vomit Brown with Chaos Black stripes.
- Fur – drybrushed Shadow Grey.



The red and gold in the armour of the Khornigors echoes the red skin and brass armour of the Daemons of Khorne.

- ● Red armour – Red Ink over Shining Gold.
- ● Golden armour – Chestnut Ink over Shining Gold.

COMBINING THE HORDES OF CHAOS

As well as forming armies of their own, the diverse followers of Chaos can come together in a variety of forms to unite behind a charismatic champion, whether he be Beast, Man or Daemon.

If you own a copy of the Hordes of Chaos Army book, you can mix Beastmen, Mortal and Daemonic forces together. The overall character of the army is decided by the General and any Chaos Mark he may have. To a Beasts General, Mortal and Daemonic troops become a Special choice. This allows you to add the speed and power of Chaos Knights or the diverse abilities and appearance of Daemonic regiments to your force.

The army in the photograph below is an example of a Beastmen army using a Mortal regiment as an auxiliary unit. The army is led by a Wargor, with a core of Bestigors and a Beastmen Herd, joined by a regiment of Chaos Knights. The Beastmen Herd can move quickly through difficult ground in skirmish formation, while the Chaos Knights deliver a

powerful charge over open ground. This leaves the Wargor and the Bestigors to add solid support to the centre of the army. More Mortal troops can be added as the army expands, giving a Beastmen army access to heavily armoured Chaos Warriors or Marauder fast cavalry.

Just as Beastmen can be aided by the other servants of Chaos, Mortal and Daemonic armies can make use of Bestial forces. On the following pages are Mortal armies of Khorne and Nurgle, joined by Beastmen or a mixture of the Beasts of Chaos. On the same page, a Doombull leads a monstrous horde and a Tzeentchian Daemon army is joined by Beastmen and Centigors with a Bray-shaman. These are only a few of the ways in which the forces of Chaos can be combined.



Mortal Knights of Chaos choose to join the warband of a powerful Beastmen Hero.

ARMIES OF THE GODS



The Beasts of Chaos join a Mortal horde to crush an Orc fortress.



A Dwarf rearguard attempts to hold back the monstrous army of the Doombull Harganok.



Holgar Kallman, Champion of Nurgle, leads his diseased horde of Mortals, Daemons and Beasts against the ranks of the Lizardmen.



The bestial servants of a Lord of Change recklessly assault the ranks of the High Elves, while the Daemons wait to prey on the survivors.

SHOWCASE



Minotaur
by Eloy Cordero Padrón



Beastmen Champion
by Joe Hill



Chaos Giant
by Mike Anderson



Ogre
by Aly Morrisson



Chaos Giant
by Jasper Kuipers

FORCES OF THE BEASTS

The purpose of an army list is to enable players with vastly different armies to stage games which are as fair and evenly balanced as it is possible to make them. The army list gives each individual model a points value which represents its capabilities on the tabletop. The higher a model's points value the better it is in one or more respects: stronger, tougher, faster, better leadership, and so on. The value of the army is simply the value of all the models added together.

As well as providing points costs, the army list also divides the army into its constituent units. It describes the weapons and equipment that troops can have and occasionally restricts the number of very powerful units an army can include. Obviously, it would be silly if an army were to consist entirely of Chaos Giants or Dragon Ogres. The resultant game would be a frustrating and unbalanced affair, if not a complete waste of time. We employ army lists to ensure that this does not happen!

USING THE ARMY LIST

Army lists enable two players to choose armies of equal points value to fight a battle, as described in the main body of the Warhammer rules. The following list has been constructed with this purpose in mind.

HORDES OF CHAOS

It is possible to mix units from the Hordes of Chaos book with those in this volume. The rules on this page apply to units from both the Hordes of Chaos army list and Beasts of Chaos army list.

If you are collecting a Beasts of Chaos army without units from Hordes of Chaos then many of the rules on these pages will not apply.

The list can also be used when playing specific scenarios, either those described in the Warhammer rulebook or others, including ones invented by the players. In this case, the list provides a framework which the players can adapt as required. It might, for example, be felt necessary to increase or decrease the number of characters or units allowed, or to restrict or remove options in the standard list such as magic items or monstrous mounts. If you refer to the Scenarios section of the Warhammer rulebook (pages 196-213), you'll find some examples of this kind.

Special Note: *'Beasts of Chaos units' refers to all units in this army list. 'Beast units' refers only to those in the Beast category.*



ARMY LIST ORGANISATION

The following army list is divided into four sections:

CHARACTERS

These are the most potent warriors in your army, such as Beastlords and Doombulls.

BEAST UNITS

These are the servants of Chaos commonly found in the warbands of the Old World, such as Beast Herds and Tuskgor Chariots, as well as creatures such as Warhounds.

SPECIAL UNITS

These units are not as common as those found in the Beasts section, and includes creatures such as Minotaurs and Centigors.

RARE UNITS

Rare units represent unique units, very uncommon creatures and horrific monsters.

CHOOSING AN ARMY

Both players choose armies to the same agreed points value. Most players find that 2,000 points is about right for a battle to last an evening. This value is the maximum number of points you can spend on your army. You may find it is impossible to use up every last point. Most 2,000 points armies will therefore be something like 1,998 points or 1,999 points, but they are still '2,000' points armies for our purposes. Once you have decided on a total points value it is time to choose your force.

CHOOSING CHARACTERS

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Points Value	Max. Total Characters	Max. Lords	Max. Heroes
Less than 2,000	3	0	3
2,000 or more	4	1	4
3,000 or more	6	2	6
4,000 or more	8	3	8
Each +1,000	+2	+1	+2

An army does not have to include the maximum number of characters allowed. However, an army must always include at least one character: the General. An army does not have to include Lords, it can include all of its characters as Heroes if you prefer. At the beginning of the battle, choose one of

MIXING CHARACTERS

By using the complete Chaos army list, it is possible to have a mixture of Beasts, Mortal and Daemonic characters in the same army. However, while they worship the same gods and fight against a common foe, the disparate Champions of Chaos rarely fight freely alongside each other.

Daemonic units can never be joined by a non-Daemonic character, and a Daemonic character can never join non-Daemonic units.

The Human (or near-human!) followers of the Chaos gods have a tendency to look down upon the most brutal beasts and creatures. Though a unit of Knights of Chaos may find common cause with a Beastlord, they would not consider him their master, and similarly, a Chaos Champion who has Beastmen in his retinue would deem their company beneath him. For these reasons, a Beast character cannot join Mortal units and Mortal characters cannot join Beast units. They do, however, benefit from the General's Leadership and the presence of a Battle Standard as normal.

the characters to be the General and make sure you let your opponent know which one it is.

For example, a 2,500 points army could include a Beastlord (Lord), a Bray-shaman (Hero), and two Wargors (two Heroes). This is four characters in total, of which one is a Lord.

CHOOSING TROOPS

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated on the chart below.

Army Points Value	Core Units	Special Units	Rare Units
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1 minimum	+0-1	+0-1

In some cases other limitations may apply to a particular kind of unit. This is specified in the unit entry. Sometimes the category of a unit is changed depending on who is the General leading the army (eg, Minotaurs become Beast units when led by a Doombull).

THE CHAOS GENERAL

The character you nominate as your General is very important with a Chaos army. This is because he affects what other characters and units you can have in the rest of your army.

Firstly, you must decide if your General is Beast, Mortal or Daemonic. A character from this book is a Beasts character, any character with the Daemonic special rule is a Daemonic character, and all other characters are regarded as Mortal.

If your General is a Beasts character then Beast units count as Core, and Mortal and Daemonic units may be included as Special choices. If your General is Mortal then the Mortal units count as Core choices and Daemonic and Beast units count as Special choices. If the General is Daemonic, then this is reversed, with Daemonic units for your Core units, and Special choices made from the Mortal and Beast units. Units included in the army list as Special or Rare remain so regardless of who your General is.

In addition, whether your General has a Mark of Chaos or not affects your army composition. If your General is sworn to a particular god, his choices will be more restricted than if he worships Chaos Undivided.

- If your General has the Mark of Khorne, Nurgle, Slaanesh or Tzeentch, then other characters and units in the army may only have the same Mark (or be Chaos Undivided).
- If your General worships Chaos Undivided then you may mix other Marks in your army freely, with the following exception – you may only give a Mark to a character if the army also contains a unit or Chariot with the same Mark (other than a Spawn of Chaos).
- All Daemons and Spawn of Chaos of one of the four Greater Powers are assumed to have the Mark of their god, although they may not necessarily have the exact rules benefit associated with that Mark. For example, an army led by a Bloodthirster of Khorne may include only Undivided units and units with the Mark of Khorne (this includes Bloodletters, Flesh Hounds and Bloodbeasts).

UNIT ENTRIES

Profiles. The characteristics for the troops in each unit are given here. Where several profiles are required, these are also given even if they are optional.

Unit Sizes. Each entry specifies the minimum number of models that must be taken for each unit. In some cases, units also have a maximum size. Sometimes more than one unit can be included as a single choice.

For example, up to two Chaos Spawn can be taken as one Rare choice, although in the game the models are separate units.

Equipment. Each entry lists the standard weapons and armour, if any, for that unit type. The value of these items is included in the points value.

Options. Lists the different weapons, armour and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member to a Champion. While this model usually has a specific name (the Champion of a Bestigor unit is called a Gougehorn, for example) all the rules that apply to Champions apply to them. See the Warhammer rulebook for details (pages 108-109).

Special Rules. Many troops have special rules, described in full elsewhere in this book. These rules are also summarised for your convenience in the army list. Bear in mind that players should refer to the main rules for a full account.



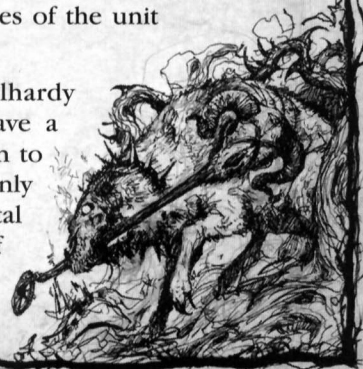
DOGS OF WAR

Dogs of War are troops of other races prepared to fight in return for money, food, or some other reward. The most common type of Dogs of War units are the Regiments of Renown. Although the two terms are used to describe mercenary units, both work in the same way in the army list.

A selection of such regiments is available as part of the Dogs of War range of models. The descriptions and rules for these units can be found in White Dwarf magazine and are compiled in the Warhammer Annual 2002.

The rules for individual Regiments of Renown detail exactly which armies may take them and which army list choices they use up. Most Dogs of War units take up a Rare choice, but some count as Special choices, or may take up more than one choice. This is detailed in the individual rules of the unit itself.

Note: Even the most foolhardy mercenary captain would have a hard time convincing his men to fight for a Bloodthirster, so only armies with a Beast or Mortal General may include Dogs of War units!



Lords

Lords are the most powerful characters in the army, and some of the most potent fighters and magic users in the Warhammer world. Lords cost quite a lot of points, but make the best Generals.

The total number of characters you can field in your army can be found on page 50.



BEASTLORD

Points/model: 95

	M	WS	BS	S	T	W	I	A	Ld
Beastlord	5	6	3	5	4	3	6	4	8

Mark of Chaos: Chaos Undivided.

Equipment: Hand weapon.

Options:

- May choose either a great weapon (+6 pts), or an additional hand weapon (+4 pts).
- May carry a shield (+3 pts), and may wear either light armour (+3 pts), or heavy armour (+6 pts).
- May choose a mix of magic items from the Common or Chaos Magic Items lists with a maximum total value of 100 pts.
- May exchange the Mark of Chaos Undivided for the Mark of Khorne (+40 pts), Nurgle (+50 pts), Tzeentch (+140 pts), or Slaanesh (+25 pts). See the Marks of Chaos section on pages 60-61.
- May ride a Tuskgor Chariot chosen as normal from the Beast units section of the army list, displacing the Chariot's Bestigor warrior.

Special Rules: Raiders, Ambush.

DOOMBULL

Points/model: 180

	M	WS	BS	S	T	W	I	A	Ld
Doombull	6	6	3	5	5	4	5	5	9

Mark of Chaos: Chaos Undivided.

Equipment: Hand weapon.

Options:

- May choose either a great weapon (+8 pts), or an additional hand weapon (+6 pts).
- May carry a shield (+3 pts), and may wear either light armour (+3pts), or heavy armour (+6 pts).
- May choose a magic weapon from the Common or Chaos Magic Items lists with a maximum value of 100 pts.
- May exchange the Mark of Chaos Undivided for the Mark of Khorne (+40 pts), Nurgle (+50 pts), Tzeentch (+80 pts), or Slaanesh (+25 pts). See the Marks of Chaos section on pages 60-61.

Special Rules: Cause Fear, Bloodgreed.

GREAT BRAY-SHAMAN

Points/model: 180

	M	WS	BS	S	T	W	I	A	Ld
Great Bray-shaman	5	5	3	4	4	3	5	2	7

Mark of Chaos: Chaos Undivided.

Equipment: Hand weapon.

Magic: A Great Bray-shaman is a Level 3 Wizard. He can use spells from the Lore of Beasts, Shadow or Death, or the Lore of Slaanesh or Nurgle if given the appropriate Mark.

Options:

- May choose either a braystaff (+8 pts), or an additional hand weapon (+6 pts).
- May be upgraded to a Level 4 Wizard for +35 pts.
- May choose a mix of magic items from the Common or Chaos Magic Items list with a maximum total value of 100 pts, except magic armour.
- May exchange the Mark of Chaos Undivided for the Mark of Nurgle (+50 pts), or Slaanesh (+25 pts). See pages 60-61.
- May ride a Tuskgor Chariot chosen as normal from the Beast units section of the army list, displacing the Chariot's Bestigor warrior.

Special Rules: Raiders, Ambush.

WARGOR*

Points/model: 60

	M	WS	BS	S	T	W	I	A	Ld
Wargor	5	5	3	4	4	2	5	3	7

Mark of Chaos: Chaos Undivided.

Equipment: Hand weapon.

Options:

- May choose either a great weapon (+4 pts), or an additional hand weapon (+4 pts).
- May carry a shield (+2 pts), and may wear either light armour (+2 pts), or heavy armour (+4 pts).
- May choose a mix of magic items from the Common or Chaos Magic Items list with a maximum total value of 50 pts.
- May exchange the Mark of Chaos Undivided for the Mark of Khorne (+35 pts), Nurgle (+40 pts), Tzeentch (+70 pts), or Slaanesh (+20 pts). See the Marks of Chaos section on pages 60-61.

Special Rules: *Raiders, Ambush.*

BRAY-SHAMAN

Points/model: 75

	M	WS	BS	S	T	W	I	A	Ld
Bray-shaman	5	4	3	3	4	2	4	2	6

Mark of Chaos: Chaos Undivided.

Equipment: Hand weapon.

Magic: A Bray-shaman is a Level 1 Wizard. He can use spells from the Lore of Beasts, Shadow or Death, or the Lores of Slaanesh or Nurgle if given the appropriate Mark.

Options:

- May choose either a braystaff (+6 pts), or an additional hand weapon (+4 pts).
- May be upgraded to a Level 2 Wizard for +35 pts.
- May choose a mix of magic items from the Common or Chaos Magic Items list with a maximum total value of 50 pts, except magic armour.
- May exchange the Mark of Chaos Undivided for the Mark of Nurgle (+40 pts), or Slaanesh (+20 pts). See pages 60-61.

Special Rules: *Raiders, Ambush.*

Heroes

Though not as powerful as Lords, your army's Heroes are still great fighters or magic users, and are useful for leading lesser troops.

* ARMY BATTLE STANDARD

One Wargor in the army may carry a Battle Standard for +25 pts.

This Wargor cannot be the army's General even if he has the highest Leadership value in the army.

The Wargor carrying the Battle Standard cannot choose any extra weapons, nor can he use a shield.

If a Wargor is carrying the Army Battle Standard, he can have any magic banner (no points limit), but if he carries a magic banner, he cannot carry any other magic item.



Beast Units

Beast units are the most numerous fighters of any war herd, and can also be found in great numbers amongst the legions of other followers in a large Chaos army.

BEASTMEN GENERAL

If your General is a Beastman then Beast units count as Core choices.

MORTAL OR DAEMONIC GENERAL

If your General is not a Beastman, all Beast units count as Special choices in your army.

BEAST HERD

Points/model: Gors: 7

Ungors: 4

	M	WS	BS	S	T	W	I	A	Ld
Gor	5	4	3	3	4	1	3	1	6
Ungor	5	3	3	3	3	1	3	1	6
Foe-render	5	4	3	4	4	1	3	2	7

Unit Size: Minimum of 5 Gors and 5 Ungors.

Equipment: Gors are equipped with either two hand weapons, or hand weapons and shields (all Gors must be armed the same). Ungors have spears.

Options:

- Ungors may be equipped with shields (+1 pt/model).
- Upgrade one Gor to a Musician for +5 pts.
- Upgrade one Gor to a Standard Bearer for +10 pts.
- Promote one Gor to a Foe-render for +20 pts.

Special Rules: *Raiders, Ambush, Unruly.*

BESTIGOR HERD

Points/model: 12

	M	WS	BS	S	T	W	I	A	Ld
Bestigor	5	4	3	4	4	1	3	1	7
Gouge-horn	5	4	3	4	4	1	3	2	7

Your army cannot include more Bestigor Herds than it has Beast Herds.

Unit Size: 10+

Equipment: Hand weapon, great weapon & heavy armour.

Options:

- Upgrade one Bestigor to a Musician for +6 pts.
- Upgrade one Bestigor to a Standard Bearer for +12 pts.
- Promote one Bestigor to a Gouge-horn for +12 pts.
- One unit in the army may be given the Mark of Chaos Undivided for free. This unit may be upgraded to Khorngors with the Mark of Khorne for +45 pts, Pestigors with the Mark of Nurgle for +50 pts, Tzaangors with the Mark of Tzeentch for +20 pts, or Slaangors with the Mark of Slaanesh for +20 pts. See the Marks of Chaos section on pages 60-61.
- One unit in the army may carry a magic standard worth up to 50 pts.



TUSKGOR CHARIOT

Points/model: 85

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Bestigor	-	4	-	4	-	-	3	1	7
Ungor	-	4	-	3	-	-	3	1	-
Tuskgor	7	3	-	3	-	-	2	1	-

Mark of Chaos: Chaos Undivided.

Unit Size: 1

Crew: 1 Bestigor warrior & 1 Ungor driver.

Equipment: The Ungor driver has a spear, and the Bestigor warrior has a great weapon. The Tuskgor Chariot has scythed wheels.

Drawn by: 2 Tuskgor.

Armour Save: 4+

Options:

- When permitted, a Tuskgor Chariot can carry a single character, who displaces the Bestigor warrior automatically. The displaced warrior is lost and his value is not refunded.

Special Rules: Chariot, Tuskgor Charge.

WARHOUNDS OF CHAOS

Points/model: 6

	M	WS	BS	S	T	W	I	A	Ld
Warhound	7	4	0	3	3	1	3	1	5

Warhounds do not count towards the minimum number of Core units that you must include in your army.

Unit Size: 5+

Weapons: Fangs or claws.

Special Rule: Ambush.

Beast Units

If your Beast units count as Core, there is a minimum number of units you can take. If they are treated as Special, then there is a maximum limit on the number you can include. See page 50 for details.

MINOTAURS

Minotaurs count as a Core units choice if your army is led by a Doombull, otherwise they count as a Special unit choice. See page 57 for the Minotaurs unit entry.



Special Units

Much larger and less numerous than most Beastmen, ferocious creatures such as Minotaurs and Chaos Trolls appear less frequently in the warherd of a Beastlord.

Units of Chaos Trolls and Chaos Ogres count as Special unit choices regardless of your General.

CHAOS TROLLS

Points/model: 55

	M	WS	BS	S	T	W	I	A	Ld
Chaos Troll	6	3	1	5	4	3	1	4	4

Unit Size: 3+

Weapons: Claws, fangs, the occasional club and potentially lethal halitosis!

Special Rules: Cause Fear, Regenerate, Stupidity, Troll Vomit.

CHAOS OGRES

Points/model: 35

	M	WS	BS	S	T	W	I	A	Ld
Chaos Ogre	6	3	2	4	4	3	2	3	7
Big Chaos Ogre	6	3	2	4	4	3	2	4	7

Unit Size: 3+

Equipment: Hand weapon, light armour.

Options:

- Any unit may be equipped with either an additional hand weapon (+4 pts/model), or a great weapon (+6 pts/model).
- Any unit may be equipped with heavy armour (+3 pts/model), and/or shields (+3 pts/model).
- Upgrade one Chaos Ogre to a Musician for +10 pts.
- Upgrade one Chaos Ogre to a Standard Bearer for +20 pts.
- Promote one Chaos Ogre to a Big Chaos Ogre for +20 pts.

Special Rules: Cause Fear.



CENTIGOR

Points/model: 17

	M	WS	BS	S	T	W	I	A	Ld
Centigor	8	4	3	4	4	1	2	1(2)	7
Gorehoof	8	4	3	4	4	1	2	2(3)	7

Unit Size: 5+

Equipment: Hand weapon, light armour & spear.

Options:

- Any unit may be equipped with throwing axes (+3 pts/model).
- Any unit may be equipped with shields (+2 pts/model).
- Upgrade one Centigor to a Musician for +7 pts.
- Upgrade one Centigor to a Standard Bearer for +14 pts.
- Promote one Centigor to a Gorehoof for +14 pts.

Special Rules: *Drunken, Move Through Woods, Trample.*

MINOTAURS*

Points/model: 40

	M	WS	BS	S	T	W	I	A	Ld
Minotaur	6	4	3	4	4	3	4	3	8
Bloodkine	6	4	3	4	4	3	4	4	8

Unit Size: 3+

Equipment: Hand weapon.

Options:

- Any unit may be equipped with either an additional hand weapon (+4 pts/model), or a great weapon (+6 pts/model).
- Any unit may be equipped with light armour (+3 pts/model).
- Upgrade one Minotaur to a Standard Bearer for +20 pts.
- Promote one Minotaur to a Bloodkine for +20 pts.
- Any unit in the army may be given the same Mark of Chaos as the army General for the following points cost: Mark of Chaos Undivided (free); Mark of Khorne (+45 pts); Mark of Nurgle (+25 pts); Mark of Tzeentch (+20 pts); Mark of Slaanesh (+20 pts). See pages 60-61 for details.

Special Rules: *Cause Fear, Bloodgreed.*

Special Units

Special units provide valuable support to your Core units, adding speed, strength or resilience to your force.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army (see page 50).

MINOTAURS

**Minotaurs count as a Core unit choice if your General is a Doombull, otherwise they count as a Special unit choice.*



Rare Units

The most dangerous creatures of Chaos are very uncommon, and it is only during the largest wars and battles that they gather in significant numbers. Normally they will appear as individuals or in very small groups.

There is a maximum number of Rare units that can be fielded, and this varies with the size of the army (see page 50).

These units count as Rare unit choices regardless of your General.

DRAGON OGRES

Points/model: 70

	M	WS	BS	S	T	W	I	A	Ld
Dragon Ogre	7	4	2	5	4	4	2	3	8

Unit Size: 3+

Equipment: Hand weapon.

Options:

- Any unit may be equipped with either an additional hand weapon (+4 pts/model), or a great weapon (+6 pts/model).
- Any unit may be equipped with light armour (+3 pts/model).

Special Rules: *Cause Fear, Scaly Skin (5+), Storm Rage.*

DRAGON OGRE SHAGGOTH

Points/model: 295

	M	WS	BS	S	T	W	I	A	Ld
Shaggoth	7	6	3	5	5	6	4	5	9

A Shaggoth uses up one Rare choice and one Special choice. A Shaggoth cannot be included in any army led by a Daemoniac General.

Unit Size: 1

Equipment: Hand weapon.

Options:

- A Shaggoth may be equipped with either an additional hand weapon (+6 pts/model), or a great weapon (+8 pts/model).
- A Shaggoth may be equipped with light armour (+3 pts/model).
- Promote one Shaggoth in the army to a Shaggoth Champion for no extra points. A Shaggoth Champion counts as a Lord choice as well as a Rare unit choice (instead of a Rare and a Special choice). Note: A Shaggoth Champion cannot take any magic items. A Shaggoth Champion has the same characteristics as a normal Shaggoth and has the Mark of Chaos Undivided for free.
- A Shaggoth Champion can exchange the Mark of Chaos Undivided for the Mark of Khorne (+35 pts), Nurgle (+50 pts), Tzeentch (+80 pts), or Slaanesh (+40 pts). See the Marks of Chaos section on pages 60-61.

Special Rules: *Cause Terror, Scaly Skin (4+), Immune to Psychology, Large Target, Storm Rage, Unit Strength 6.*



CHAOS GIANT

Points/model: 205

	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	3	6	5	6	3	special	10

Unit Size: 1

Equipment: Big club, rock or dead animal.

Options:

- Upgrade to a Mutant Monstrosity for +20 pts.

Special Rules: Ignore Little 'Un Panic, Large Target, Cause Terror, Fall Over, Move Over Obstacles, Stubborn, Giant Attacks.

SPAWN OF CHAOS

Points/model: 60

	M	WS	BS	S	T	W	I	A	Ld
Spawn	2D6	3	0	4	5	3	2	D6+1	10

You may include up to 2 Spawn as a single Rare choice.

Unit Size: 1

Options:

- Upgrade to a Beast of Nurgle (Poisoned Attacks) for +15 points.
- Upgrade to a Fiend of Slaanesh (Movement 3D6) for +15 points.
- Upgrade to a Bloodbeast of Khorne (Strength 5) for +15 points.
- Upgrade to a Firewurm of Tzeentch (Strength 3 breath weapon – see page 24 for details) for +15 points.

Special Rules:

Special Movement, Special Attacks, Unbreakable, Unit Strength 3, Cause Fear.

DOGS OF WAR

Points/model: Variable

Dogs of War are mercenary units you can hire to supplement your army.

You may opt to choose a unit of Dogs of War as a Rare choice, unless otherwise stated in the Dogs of War unit's special rules.

Rare Units

A Beastlord or Doombull is not above sharing the spoils of victory with mercenaries, if it helps them win a battle. Only the most desperate or greedy Dogs of War will fight willingly alongside the untrustworthy Beastmen, such as Golfag's Ogres or the horrific Breed of Nightgar.



MARKS OF THE DARK GODS

The creatures of Chaos are not merely beasts of savage mind and brute strength, though even if they were they would be threat enough. What makes them even more dangerous is their place in the fold of the Dark Powers.

Some Beastmen are granted gifts by the god they take as their own patron, while others simply revel in the anarchy of Chaos in its purest form. Whichever is the case, with the favour given them by their gods, the Beasts of Chaos become ten times as foul and ten times as dangerous.

Characters, Tuskgor Chariots and up to one unit of Bestigor are assumed to have the Mark of Chaos Undivided. This costs no points. They can replace the Mark of Chaos Undivided with the Mark of a specific Chaos god at the additional cost shown opposite. Each of the five Marks bestows its benefits on the character, unit or chariot bearing it. The Mark affects all models in the unit and only characters bearing the same Mark can join the unit/ride in the chariot.

Sorcerers with the Mark of a specific god also gain access to their god's spell lore (which they must use).

A character or unit may only be given a single Mark.

MARK OF CHAOS UNDIVIDED

The character, unit or chariot may re-roll failed Psychology tests.

MARK OF TZEENTCH

LORD OF TZEENTCH 140 POINTS
The Lord is a Level 4 Sorcerer and can cast spells whilst wearing mundane and/or magic armour.

SHAGGOTH OF TZEENTCH 80 POINTS
The Shaggoth is a Level 2 Sorcerer and can cast spells whilst wearing armour.

"One might suspect that the lower forms of the servants of darkness would be less blessed by the powers they serve than their more noble counterparts, but this is not the case. The Marks of the Dark Gods are as evident amongst these foul creatures as in any horde of debased Men. Perhaps even more so, for these Beastmen, as they are known, seem to be embraced by their gods just as parents might their children. Spawned by the very darkness that enwraps them, they are closer to the heart of Chaos than any other creatures and are to be greatly feared because of it."

*From the Liber Chaotica, penned by Richter Kless
Priest of Sigmar, declared insane*

DOOMBULL OF TZEENTCH 80 POINTS
The Doombull is a Level 2 Sorcerer and can cast spells whilst wearing armour.

HERO OF TZEENTCH 70 POINTS
The Hero is a Level 2 Sorcerer and can cast spells whilst wearing mundane and/or magic armour.

REGIMENT OF TZEENTCH 20 POINTS
In each Chaos Magic phase, the unit generates an extra Power dice. No dice are generated if the unit is fleeing.

MINOTAURS OF TZEENTCH 20 POINTS
In each Chaos Magic phase, the unit generates an extra Power dice. No dice are generated if the unit is fleeing.

MARK OF KHORNE

LORD OF KHORNE 40 POINTS
The Lord is subject to *frenzy*. In addition, his presence on the battlefield adds one dice to the player's Dispel dice pile.

SHAGGOTH OF KHORNE 35 POINTS
The Shaggoth is subject to *frenzy* even if otherwise Immune to Psychology. In addition, its presence on the battlefield adds one dice to the player's Dispel dice pile.

DOOMBULL OF KHORNE 40 POINTS
The Doombull is subject to *frenzy*. In addition, his presence on the battlefield adds one dice to the player's Dispel dice pile.

HERO OF KHORNE 35 POINTS
The Hero is subject to *frenzy*. In addition, his presence on the battlefield adds one dice to the player's Dispel dice pile.

REGIMENT OF KHORNE 45 POINTS
The unit is subject to *frenzy*. In addition, its presence on the battlefield adds one dice to the player's Dispel dice pile.

MINOTAURS OF KHORNE 45 POINTS
The unit is subject to *frenzy*. In addition, its presence on the battlefield adds one dice to the player's Dispel dice pile.

MARK OF NURGLE

LORD OF NURGLE

50 POINTS

The Lord causes *fear* and has +1 Wound.

SHAGGOTH OF NURGLE

50 POINTS

The Shaggoth has +1 Wound.

DOOMBULL OF NURGLE

50 POINTS

The Doombull has +1 Wound.

HERO OF NURGLE

40 POINTS

The Hero causes *fear* and has +1 Wound.

REGIMENT OF NURGLE

50 POINTS

The unit causes *fear*.

MINOTAURS OF NURGLE

25 POINTS

The Minotaurs have a 5+ Scaly Skin save.

MARK OF SLAANESH

LORD OF SLAANESH

25 POINTS

The Lord is Immune to Psychology.

SHAGGOTH OF SLAANESH

40 POINTS

The Shaggoth always strikes first in close combat. If its opponent also has the ability to always strike first then resolve their attacks in normal Initiative order.

DOOMBULL OF SLAANESH

25 POINTS

The Doombull is Immune to Psychology.

HERO OF SLAANESH

20 POINTS

The Hero is Immune to Psychology.

REGIMENT OF SLAANESH

20 POINTS

The unit is Immune to Psychology.

MINOTAURS OF SLAANESH

20 POINTS

The unit is Immune to Psychology.



TROPHIES OF THE BEASTS

In this section, the common magic items are listed first (see page 154 of the Warhammer rulebook for a complete description). They are followed by a list of 'Chaos only' magic items. These items can only be used by models from this book or models from the Hordes of Chaos book (unless otherwise indicated) and must be selected within the points limitations set by the army list section. Note that all the rules for magic items presented on pages 152-153 of the Warhammer rulebook also apply to these magic items.

Special Note: Models from the Beasts of Chaos book can also use items from the Hordes of Chaos book within the limitations given there. No Beasts of Chaos characters can ever use enchanted items.

COMMON MAGIC ITEMS

SWORD OF STRIKING Weapon; +1 To Hit.	30 points
SWORD OF BATTLE Weapon; +1 Attack.	25 points
SWORD OF MIGHT Weapon; +1 Strength.	20 points
BITING BLADE Weapon; -1 Armour save.	10 points
ENCHANTED SHIELD Armour; 5+ Armour save.	10 points
TALISMAN OF PROTECTION Talisman; 6+ Ward save.	15 points
STAFF OF SORCERY Arcane; +1 to dispel.	50 points
DISPEL SCROLL (one use only) Arcane; Automatically dispel an enemy spell.	25 points
POWER STONE (one use only) Arcane; +2 dice to cast a spell.	25 points
WAR BANNER Banner; +1 Combat Resolution.	25 points



DAEMONIC GIFT

This is a Daemonic Gift that can be used by daemonic characters of any Chaos power from Hordes of Chaos, as described on page 48 of that book.

UNLIVING IDOL **10 points**
The Daemon is worshipped as a demi-god by Beastmen who will follow it into battle.

The Daemon counts as a Beasts General when choosing the army.

MAGIC WEAPONS

AXES OF KHORGOR **65 points**
Characters on foot only
This twin pair of axes were originally owned by the mighty Banebeast Khorgor. When he was eventually slain and his body consumed by his followers, the axes were taken by his successor and so they have continued to be passed down through the centuries.

This pair of axes requires two hands to use. The bearer gains +1 Attack and may re-roll any missed rolls to hit in close combat.

THE BLACK MAUL **60 points**
This brutally spiked cudgel is stained black, having bathed in the blood of thousands slain on the field of battle. The spirit of the heavy, unsubtle weapon hungers for blood, and any who carry it for long become overwhelmed with visions of darkness and blood, and find themselves obeying the bloodthirsty longings of the Black Maul.

Adds +2 to the bearer's Strength, and the bearer is also subject to frenzy.

BONECRUSHER MACE **55 points**
This massive, heavy club is ringed with bands of cursed iron, and carries enchantments of shattering and destruction. Though it lacks an edge with which to penetrate armour, those struck by it find their bones turn to powder under the sheer brute force of the blow. Even castle gates have fallen to this weapon in its long and bloody history.

The Mace always wounds on a 2+. Armour saves are taken using the wielder's normal Strength.

Against Castles, Empire Steam Tanks and in other situations where a roll to wound is not taken, the wielder counts as having double its Strength characteristic, to a maximum of 10.

GREAT FANG **50 points**
Carved from the tooth of a monstrous Shaggoth, the Great Fang tears through armour, bone and flesh with ease.

No Armour saves are made against wounds caused by the Great Fang.

SLAUGHTERER'S BLADE

40 points

Characters on foot only

Taking the form of a crude glaive writhing with veins and gasping, fanged mouths, the Slaughterer's Blade feeds on indiscriminate bloodletting. Any who wield it are said to gain eternal life, provided that the blood on the blade never dries.

The Slaughterer's Blade counts as a great weapon in all respects. In addition, for each wound inflicted with the Slaughterer's Blade, roll a D6 immediately. Each roll of a 4+ heals one lost Wound to the bearer (up to their starting Wounds total). Wounds regained in this way do not count towards combat resolution.

SCIMITAR OF SKULTAR

15 points

The dark, serrated blade of this weapon is engraved with words of power in the Dark Tongue, keeping its biting edge keen and sharp for all time.

Rolls of 6 to wound with this weapon allow no Armour saves.

MAGIC ARMOUR

PELT OF THE DARK YOUNG 25 points

Beasts of Chaos characters only

After years of being smeared in blood, filth and excrement in the name of the Chaos gods, the Champion's pelt has mutated into an iron-bard cloak of gristle and hair that affords protection from both physical and magical attacks.

The Pelt confers a 6+ Scaly Skin save that can be combined with normal armour. It also gives the bearer and any unit he joins Magic Resistance (1).

TROLLHIDE ARMOUR

20 points

Properly treated and inscribed with the correct sigils when Morrslieb is full in the sky, the Trollhide Armour confers some of the more gruesome abilities of its former occupant to the wearer.

Trollhide Armour counts as a suit of heavy armour. The wearer may also Regenerate (see page 113 of the Warhammer rulebook), except that lost Wounds are only regained on the roll of a 6, rather than a 4, 5 or 6.

THE FUR OF SHARRGU

15 points

Beasts of Chaos characters only

When the towering beast-spawn known as Sharggu was slain, its hide was roughly cut and ripped from its body to make a heavy, shaggy cloak. It was said that Sharggu was impervious to arrows and javelins hurled against it, and so it was believed that the fur could make a Champion invulnerable to missiles.

Adds +2 to the bearer's Armour save against missile fire (including magic missiles), up to a maximum Armour save of 1+.

CHAOS ARMOUR

10 points

Beasts of Chaos characters only

May be given to a Bray-shaman

As well as scraps of chainmail and plate metal, the Chaos Armour of Beastmen is often also formed from bone, wood and the hides of strange creatures.

Chaos Armour gives a 4+ Armour save, that can be combined with other equipment as normal (other than light armour and heavy armour). A model may wear Chaos Armour and still cast spells.

TALISMANS

CROWN OF HORNS

30 points

Beasts of Chaos characters only

Occasionally, a beast that has earned the favour of his patron god sprouts a thick crown of long, jet-black horns from his skull. Rivulets of blood constantly trickle from where the horns have pushed through his forehead, and it is obvious to all that the bearer has truly been marked for greatness.

The bearer benefits from a 5+ Ward save and confers +1 to any attempts to rally to a unit he has joined, in addition to other modifiers.

RUNE OF THE TRUE BEAST

30 points

Beasts of Chaos characters only

The bearer has a rare and potent rune fused into his flesh, a sigil of pure savagery that has devolved its wearer into nothing more than a ravenous mass of muscle and fangs. Even the strongest beast will cower before the unbridled ferocity of this raging predator.

Ridden monsters, lone monsters, the steeds pulling chariots, cavalry mounts and swarms may never direct their attacks at a model bearing the Rune of the True Beast, although their riders may attack as normal.

HORN OF THE GREAT HUNT

30 points

Beastlords and Wargors only

Carved from the horn of a slain Unicorn, the resounding noise that sounds when it is blown is such that any Beastmen who hear it will race to answer its call.

May only be given to the army General. When sounding an ambush, all ambushing units may add +1 to their Leadership test for arriving on the battlefield.



I shall wolf your flesh and snap your bones, skrink your folk and burne their homes.

BLOODHUNT HORN

30 points

One Use Only

Fashioned from the tusk of one of the lumbering daemonkin baunting the depths of the forest, a blast on this magical horn can chill enemy warriors to the core, and drive all thoughts of battle from their minds in their desperation to flee.

Once per battle, the bearer can force a fleeing enemy unit within 12" to automatically fail their Rally test. This must be declared before the test is made.

THE DARK HEART

25 points

Beasts of Chaos characters only

This pulsating, dark red gemstone exudes a throbbing dark light and beats like a living heart. Those under the influence of its power are filled with a longing to kill, and will charge recklessly at the foe, filled with hate-fuelled invigoration.

The character and any unit led by him adds +D3" to their charge move. Roll after declaring charges – if the charge is failed, the models move their normal failed charge distance.

ARCANE ITEMS

THE PLAGUE CHALICE

30 points

Mark of Nurgle only – One Use Only

This rotting wooden goblet is filled with a festering brew of pus and blood, and wriggling maggots and worms spill from the froth on the liquid's surface. A Shaman who sips from the chalice feels a burning pain wrack his body as the foul liquid seeps through him, yet his magical ability is suddenly enhanced, making his spells all-powerful and deadly.

The Shaman may drink from the Chalice at the start of his Magic phase. He suffers an immediate Strength 4 hit that ignores Armour and Ward saves (Regeneration may be taken as normal). For the remainder of that Magic phase, any spell cast by the Shaman will be cast with Irresistible Force on a successful casting roll which includes any double, except a Miscast.

THE GORETOOTH

25 points

Beasts of Chaos characters only

Wrenched from the jaw of the legendary Doombull Grashak, the Goretooth is hung from a necklace of bones and tendons. It carries within it the savage hatred of this once-mighty Champion of Chaos, and the wearer constantly froths at the mouth, bloodshot eyes staring as he lumbers toward his prey.

The Goretooth confers *hatred* and the Bloodgreed special rules to the bearer (see the special rules for Minotaurs on page 23). The bearer must replace one of his randomly rolled spells with *The Bear's Anger*, regardless of the lore he has chosen.

STAFF OF DARKOTH

25 points

Shaman only

This staff writhes with movement, twisting in the bearer's hand. Faces appear in the woodwork, pushing outwards to curse the living. This malevolent staff can be used by a Brayshaman to enhance his magical powers.

Counts as a braystaff. Also, the Shaman knows the following spell in addition to his other spells:

The Wild Call (9+ to cast)

Cast on a Beast Herd, Bestigor or Warhounds unit within 12" of the caster and within its normal charge range of an enemy. The unit may declare and make a normal charge move immediately, though the charged unit may only stand as a reaction.

MAGIC BANNERS

THE BEAST BANNER

60 points

This ancient banner is stitched together from pieces of hide bewn from literally hundreds of defeated enemies. Only the flayed skins of the most powerful foes are honoured in such a manner, for the Beastmen believe that they themselves have become imbued with the powers of these defeated enemies.

All Beasts of Chaos models in the unit, including characters, gain +1 Attack when they charge.

THE FLESH BANNER

50 points

The Flesh Banner is made from living body-matter and looks like a boneless man stretched into a large, squarish shape. In battle, the pitiful creature wails and screams at the enemy, clutching at them with flailing arms and tentacles, drawing them towards its drooling mouths.

At the end of each of your Magic phases, any enemy unit in base contact with the bearer of the banner suffers D6 Strength 4 hits, distributed as shooting hits.

VITRIOLIC TOTEM

25 points

Beasts of Chaos only

This gnarled, contorted bough is hung with the heads of fallen Bestigor Champions, bulging from within its dark branches like obscene fruit. The magic of the totem is so strong that these heads chatter with a semblance of life, dribbling thick strings of poisonous blood in an unholy sacrament onto the outstretched weapons of the Beastmen below.

All models in the unit bearing this totem count as having Poisoned Attacks. This will have no effect on characters wielding magic weapons.

THE GORE BANNER

25 points

Festooned with the horns of past Beastlords, the Gore Banner is a powerful symbol to Beastmen and bolsters their confidence.

A unit with this banner may re-roll failed Panic tests.

PREYSEEKER

25 points

Preyseeker is a standard hung with the skins of wolves, savage hounds and other feral predators. It guides its bearers to the exact location of their prey; a herd with such a banner will never go hungry.

When using the Ambush special rule, the unit is able to re-roll its Leadership test for arriving on the battlefield if it is failed. The second roll stands.

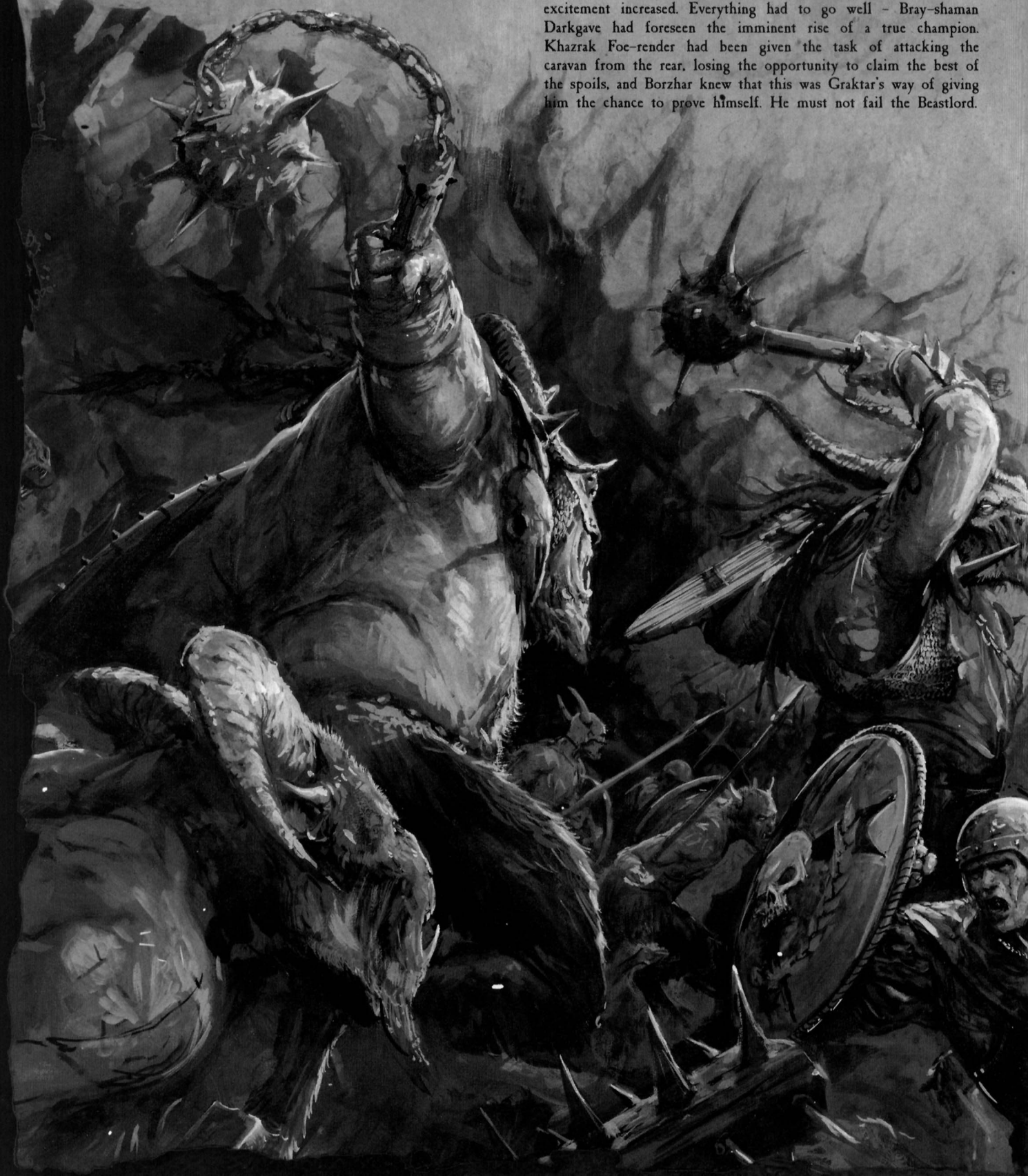


RURKHAR FESTIGOR, PLAGUEBEAST OF NURGLE

AMBUSH ON THE ELSTERWELD ROAD

Thunder peeled across blackened skies as rain fell in heavy sheets, ceaselessly battering the dense, dark canopy of the Drakwald Forest and muffling all other sounds with a cacophony of noise. Even the shelter provided by these ancient trees could not prevent the rain turning the narrow trails through the forest

into viscous rivers of mud and filth, which sucked unrelentingly at the wheels of the carts that slowly trudged over them. From behind the bole of a gnarled oak, Borzhar growled and stared down in the gully at the passing caravan, steaming breath dissipating in the damp air as he waited for Graktar's signal. He looked round at his Gors and Ungors, and his growl grew louder as his excitement increased. Everything had to go well - Bray-shaman Darkgave had foreseen the imminent rise of a true champion. Khazrak Foc-render had been given the task of attacking the caravan from the rear, losing the opportunity to claim the best of the spoils, and Borzhar knew that this was Graktar's way of giving him the chance to prove himself. He must not fail the Beastlord.



The rain had left the caravan guards miserable, sodden and cold, their hoods drawn over their heads as they stumbled alongside the wagons, unaware of the impending ambush.

The gloom restricted their vision, the rain masked both the sounds and scent of the beast herd, and the heavy casks and kegs toted in the wagons made swift progress impossible.

"Few men. Much wine and mead. Much manflesh!" growled Borzhar to those around him, shaking his heavy blade and baring his teeth. "Make good party later".

Before a reply could come a thunderous crash of lightning rang out, only a split second before the first cries of alarm rose up from the soldiers in the gully below. Borzhar looked to the rear of the column to see a horde of Gor and Ungor crash through the undergrowth and throw themselves upon the unsuspecting defenders - Khazrak's assault was too soon!

The flat note of a horn rang out somewhere far to Borzhar's right, immediately followed by further cries of dismay and clashing of weapons. Graktar had moved and the battle was fully joined.

Barking a war cry as he leapt through the ferns and down the slippery bank, Borzhar exhorted his herd into action, the stench of

blood and fear keen in his flaring nostrils. The horse before him rose up, trying to shy away from the charging Beastmen, but before it could drag the wagon aside, Borzhar hacked away its right foreleg and watched it tumble into the mud. A young guardsman leapt down from the cart and raised his spear in defence, his hands shaking, the spear point dancing crazily before Borzhar's gaze. Throwing a feint to the left, Borzhar watched the boy shift his balance and then charged forward, knocking the spear shaft aside with his horns and swinging his own blade low and wide, catching his opponent across the thigh. The guardsman fell, shrieking in agony as blood fountained from the severed artery, his scream cut short a second later as the next blow crushed his skull.

Turning back to the fight Borzhar looked down the ranks to see the herd led by Khazrak mopping up the last of their foe, while several soldiers still stood firm against his own Ungors. Time was running out, his chance for glory ebbing away; he had to take risks to win Graktar's approval.

With a terrifying roar Borzhar leapt into the fray, pushing aside a squealing Ungor as he slashed wildly at one of the remaining soldiers. This time it was he that fell for the feint; the spearman pulled his thrust and then quickly hammered home a second attack, the spearhead scraping across the Beastman's bony skull and carving a gory furrow through his flesh. As hot blood ran into

his eyes, a red mist of rage descended upon Borzhar and he began to swing his heavy weapon wildly and viciously, caring little where his blows landed, braying madly and angrily. One of his own hapless Ungors felt Borzhar's blade bite into his back, a guardsman parried a second frenzied thrust and a spear shaft shattered under another blow. Still the defenders stood firm and, as Borzhar felt his heart hammering wildly and his strength seeping away, he caught sight of Graktar moving into the fray from his right. The Beastlord's presence turned the fight in his favour and as Graktar cut down the last of the defenders, Borzhar knew that he had failed to win the day as he had hoped.

As if the gods themselves were mocking his failure, a victorious cry from the rear of the captured wagon train drew his attention back to Khazrak, who now stood atop one of the carts, holding aloft a massive cask of wine. Standing beside him was the Bray-shaman Darkgave, who looked up at the Foe-render with a nod of approval. Borzhar snarled angrily - what had seemed to be an impatient charge had become the Foe-render's own triumph. Borzhar heard Graktar curse loudly, before echoing Khazrak's victory cry with one of his own.

"We have them! Tonight we feast on manflesh and drink wine!" yelled the Beastlord.

As one, the beast herd hollered and screamed their triumph in anticipation of the celebration to come.



KHAZRAK THE ONE-EYE

Possessing a ruthless cunning far above that of his bestial kin, Khazrak the One-eye is the most dangerous and powerful Beastlord of the Drakwald. It is he who has plagued the castles and towns of the region for several years, attacking without warning and then slipping away into the shadows, leaving no trail to follow.

Though he has now far surpassed his former chieftain in strength and skill, it was from Beastlord Graktar that the young Khazrak learned the ways of Beastmen warfare. Following Graktar on innumerable raids, he learned how to quell the unruly spirit of the herd and devise simple but effective battle plans. He watched and listened as he participated in attacks on caravans and raids

on isolated settlements. All the while, Khazrak dreamed of one day usurping power from Graktar and taking control of the warherd himself. Yet Khazrak is unlike most Beastmen, with a patient and thoughtful mind at odds with the normal headstrong nature of his kind. He bided his time, watching as more foolhardy challengers were crushed beneath Graktar's hooves, or ripped apart on his horns, and he studied his leader's fighting style and waited for the right moment.

It was after an ambush on a Human caravan, during which Graktar was wounded, that Khazrak made his move. Noticing that Graktar was bleeding heavily, Khazrak challenged him for leadership and, after a lengthy fight, tore off one of his foe's horns with his bare hands. Rather than kill Graktar, Khazrak banished him from the warband – the one-horned Graktar was laughed out of the brayherd and never seen again, though rumour has it that he still lives and yearns for the day when he can avenge his defeat. Khazrak keeps Graktar's horn as a trophy, and the resounding note it sounds when blown has often been the signal that dooms unwary travellers.

Since then, Khazrak's warband has roamed the Drakwald Forest terrorising Human settlements and travellers, and never before has a Beastmen leader proven so elusive for hunting parties. No one is spared in Khazrak's raids, his superbly trained Warhounds chasing down the few who manage to escape the Beastmen.

On the rare occasions that he is discovered, Khazrak has always defeated his pursuers, be they state troops, White Wolf Templars, or mercenaries out to collect the massive bounty offered for proof of Khazrak's death. On several occasions the Elector Count Boris Todbringer of Middenheim has led the hunt, and once trapped Khazrak near the village of Elsterweld.

Khazrak lost his eye to the Man's Runefang in the ensuing battle, but was saved from death when the fierce warhound, Redmaw, attacked the Count's horse, allowing Khazrak to escape. Khazrak's eye has never fully healed, and continually weeps blood and pus.



Such a handicap would usually prove fatal in the brutal culture of the Beastmen but Khazrak's wound actually made him all the more fierce and careful, and he vowed to take his revenge. For many months he plotted and schemed, and then only when the perfect opportunity presented itself did he put his plan into action. With a series of daring ambushes, he lured the Count and his army towards Norderingen. Doubling back overnight, Khazrak and his warband waited for Todbringer and his force to start breaking camp just outside the village, and then attacked. Khazrak fought his way through the soldiers of Middenheim to confront the Elector. He threw him from his horse, pinned him to the ground, and with slow deliberation, gouged out one of his eyes with the tip of a horn. Just as with Graktar, Khazrak allowed his foe to live, and some believe that he actually enjoys matching his wits against Todbringer, seeing it as a challenge to his skills. The Elector has since increased the bounty for Khazrak's death to ten thousand gold crowns. He almost caught Khazrak again a few months later, but the Beastlord slipped away. However, Count Todbringer made a point of slaying the hound Redmaw and hanging its remains up on the walls of Middenheim, and Khazrak is now devising a way to repay this affront to his pride.

Even the massive reward offered by the Count has not improved his hunters' fortunes, and those few bounty killers who return from the Drakwald always do so empty-handed. Khazrak remains a dire threat to the entire north of the Empire, and his raids are covering a wider area with each passing year, as more and more towns and villages fall victim to his elaborate and devastating ambushes.

Khazrak the One-eye may be taken as a Lord choice, but they will use up a Hero slot as well. Khazrak will always be the army's General regardless of the Leadership of other characters. This means that you may not include both Khazrak and Gorthor in the same army (quite apart from the fact that Gorthor died over a thousand years before Khazrak's rise!).

Khazrak must be fielded as presented here and no extra equipment or magic items can be bought for him.

	M	WS	BS	S	T	W	I	A	Ld
Khazrak	5	7	1	5	4	3	6	4	8

Points: 292

Equipment: Khazrak carries a sword and his battle-whip Scourge, and wears the Dark Mail.

Mark of Chaos: Khazrak bears the Mark of Chaos Undivided.

SPECIAL RULES

Khazrak has the **Raiders** and **Ambush** rules. In addition the following rules apply:

Packmaster: Khazrak is an expert at raising Warhounds of Chaos, and his hounds are far more dependable than those of inferior trainers. Any Warhounds in Khazrak's army have a Leadership characteristic of 6, rather than the usual 5.

Bestial Cunning: Khazrak is the most intelligent Beastman to have lived, and his warband is highly

experienced at carrying out his simple but effective ambush plans. In Khazrak's army, all units with Ambush may use their ability, rather than just half. In addition to these units, Khazrak himself may also set up in ambush and still be able to sound his brayhorn to launch the attack. If Khazrak is set up in ambush, then any ambushing unit that has an entry point within 12" of Khazrak's entry point may use his Leadership for the Ambush test.



MAGIC ITEMS

Scourge

Scourge is a lethal whip, wrapped in the bitter curses of many generations of Bray-shamans. Its cruel barbs can tear out great chunks of flesh, causing the victim tremendous agony.

Khazrak makes one attack with this magic weapon in each Close Combat phase, in addition to his four normal hand weapon attacks (this can be allocated against a different target if desired, for example attacking rank and file with his normal attacks, and a character with Scourge). If you successfully roll to wound with Scourge, Khazrak may immediately roll to wound again, and so on until he fails to make the required score. Each wound is treated as a separate hit for the purposes of saves.

Note that these extra wounds can only ever hit the model that was the original target of the attack; effectively it gives Khazrak several chances to kill a model hit by the weapon, or kill models with more than one Wound. Any excess wounds are wasted, except in challenges where they count towards Overkill as normal.

The Dark Mail

This suit of chainmail was forged in the distant past by an unknown smith, but its creator must surely have had connections with the Dark Powers, for it has the ability to trap spells of evil and death and grant their power to its wearer.

The Dark Mail is a suit of magic armour that gives Khazrak an Armour save of 2+. In addition, Khazrak and any unit he accompanies have Magic Resistance (1). If he or the unit he is with is the target of a spell that is successfully cast, Khazrak gains +1 Strength for the remainder of the battle. This applies even if the spell is dispelled (the armour has absorbed all of the spell's energy). Khazrak can gain any number of bonus points of Strength in this way, up to a maximum of 10.

GORTHOR THE BEASTLORD

Gorthor the Cruel was the greatest Beastlord ever to have lived. Over one thousand years ago, during the time of the Crusades, his warband ravaged the forests of the Empire and all but destroyed the provinces of Ostland and Hochland, and his name can still be found on some of the most ancient herdstones. There have been many Beastlords who have united tribes into mighty warherds, but Gorthor was unique among his kind, for he possessed one thing that all others have lacked: he had vision.

Gorthor was convinced that the gods had selected him as their emissary, that he was destined to control the forests in their name. Though he had no true magical powers, he had something of the shaman about him, often falling into seizures or visited by nightmare visions of the future. Such was his fervour in battle, he would sometimes be surrounded by coronas of dark energy, which would protect him or strike out at his foes, a sure sign to other Beastmen that the gods truly favoured him. With great strength of arm and cunning, he fought his way through the ranks of Gors to become a chieftain, but his sheer intensity never left him, growing in strength to match his ever increasing power.

Before long he had united all the tribes of the Middle Mountains under his banner, and most chieftains would have been satisfied with far less, but not Gorthor; his purpose was to destroy the entire world in the name of Chaos. He gathered forces and magical artefacts the like of which no Beastman had ever seen. He slew the Orc warlord, Gugrud Gutripper, and took the Greenskin's magic spear, Impaler. He challenged and killed Kerranarash the Doombull, claiming the Skull of Mugar from the Minotaur's shrine. Ogres, Trolls, Giants, and even mighty Dragon Ogres all flocked to join his warherd, drawn by some unknown instinct to the gathering power of Chaos in the heart of the Middle Mountains.

When Gorthor unleashed hell upon the Old World, the Empire was totally unprepared. Many knights and warriors were absent, fighting in the Crusades in Araby and Estalia, and as Gorthor's warherd surged out of the mountains, town after town was razed to the ground by the unstoppable horde. Rather than simply raiding the towns, Gorthor's purpose was total destruction, and his warband slaughtered every man, woman and child they found, save one from each town who would be spared to spread panic amongst neighbouring settlements.

Leaving Ostland devastated in his wake, Gorthor continued on his rampage into the smaller province of Hochland. It was well for the Empire that the state was ruled by Count Mikael, a man as ruthless as he was brave, unpopular with his people but prepared to do anything to stop the Beastlord. To public outrage the Count spent the time he had before Gorthor's arrival strengthening the defences of Hergig, Hochland's capital, rather than riding to the aid of the towns in the path of Gorthor's advance. By the time Gorthor's army reached the city, the defences were in place, a maze of walls, trenches and stakes stood between the horde and Hergig's gates. It took the Beastmen three weeks of bloody slaughter to break through the Count's ingenious defences, with the defenders raining arrows, boiling water, burning oil, rocks and flaming torches down on them at every step.

Frustrated by the resistance of the Men and their leader, Gorthor promised his warriors all of the spoils, asking nothing for himself but the head of the Count. The Beastmen doubled their efforts, and on the twenty-second day of the siege the gates of Hergig finally splintered under the Beastmen's rams. But still the Men fought on. Count Mikael forbade his archers from carrying quivers, ordering them to drive their arrows into the ground so that they would not give an inch to the Beastmen. He equipped the most able men with all of the available weapons and armour, sending the old and infirm to the front lines to delay and tire the enemy. He had the wives and children of his soldiers carry food and water to the front lines, ensuring that no thought of retreat entered the men's minds.

But the hordes of Gorthor were innumerable, and the defenders were cut down in droves. The Count's castle had been under siege for weeks when the battle finally turned. Freshly back from the Crusades, the recently-founded Knights of the Blazing Sun, having heard that Hergig was under attack, had ridden straight for the city and



ploughed into the rear of the Chaos army, their lances and swords cutting a bloody path through the unprepared Beastmen. Count Mikael seized his chance. Leading his personal bodyguard, he burst forth from the castle and carved into the scattered warherd.

Gorthor realised he had to take action or all would be lost. Chanting wildly, magical energy lashing out in all directions, he hacked his way through the mêlée until he stood before Count Mikael, and with a roar engaged him in single combat. But Mikael possessed a magical amulet which protected him from Gorthor's halo of dark power, and the generals fought for nearly two hours, their magical weapons drawing blood at every stroke. Finally, the killing blow was struck: the Count's Runefang overcame the magic of Impaler, smashing the spear in two, and dealt the Beastlord a mortal blow. With the death of their general the horde fled to the forests with the Knights of the Blazing Sun in pursuit, though Count Mikael died of his horrific injuries barely minutes after his victory.

Gorthor's warherd had left a permanent scar on the north of the Empire. Hochland and Ostland were not fully rebuilt for decades, and though a thousand years have passed since his death, his name is still used to curse enemies and frighten wayward children. Even in times of peace the forests are regarded by the people with great fear and superstition. And amongst Beastmen, his memory remains. It is said that one day another Beastlord with the might and vision of Gorthor will emerge and once more the thrones of the world will tremble before the Children of Chaos.

Gorthor the Beastlord may be taken as Lord choice, though he will take up a Hero choice as well. Gorthor will always be the army's General regardless of the Leadership of other characters.

	M	WS	BS	S	T	W	I	A	Ld
Gorthor	5	7	3	5	4	3	6	4	9
Bagar	-	4	3	4	-	-	4	2	7
Chariot	-	-	-	5	5	4	-	-	-
Tuskgor	7	3	-	4	-	-	2	1	-

Equipment: Gorthor is armed with the spear Impaler. Bagrar is armed with a hand weapon.

Points: 463

Mark of Chaos: Gorthor bears the Mark of the Gods. He is blessed by all four of the great powers of Chaos, and such is the favour bestowed on him that he may re-roll failed Break tests as well as Psychology tests. He counts as having the Mark of all four Chaos gods for the purposes of army composition (ie, you can include units with any Marks, any Daemonic units, etc.). If he is on foot, any unit he joins may re-roll Psychology and Break tests as well.

Chariot: Gorthor rides a Chariot, which has the altered profile given above and a 4+ Armour save. The Chariot is crewed by Gorthor himself and Bagrar, his charioteer. Although Bagrar is a named model he is not a character, and cannot be attacked separately from the Chariot.

SPECIAL RULES

Gorthor has the **Raiders** and **Ambush** rules. Note that as long as Gorthor is riding his Chariot, the Raiders rule does not apply. In addition, the following rules apply:

Bagrar the Tamer: Bagrar is Gorthor's loyal charioteer, expert at taming and driving the Tuskgors to full effect. To represent this, Gorthor's Chariot may re-roll all Fleeing and Pursuit distance rolls.

Beloved of the Gods: Though Gorthor does not have the spiritual powers of a Beastmen Shaman, he has an indestructible belief in the Chaos gods. He often suffers from vivid dreams and nightmares that his Shamans interprets as

visions granted from the gods. Even in the heat of battle he sometimes becomes enshrouded in dark magic energy as he chants indecipherable mantras to the gods, and seemingly without his control this can lash out to smite or confound his enemies. For other Beastmen there is no surer sign that Gorthor is truly beloved of the Chaos gods.

Gorthor's presence on the battlefield adds one dice to the Dispel pool of the army. In addition, at the start of each Magic phase roll a D6 on the Lore of Death magic table. Gorthor may use the spell rolled during this Chaos Magic phase as a Bound spell, with a Power Level equal to the casting value of the spell. Gorthor may not exchange the result for the first spell on the table, as a Wizard could. If Gorthor cannot use the spell for any reason (for example, if it is out of range or if he rolls a *magic missile* while engaged in hand to hand combat) the roll is wasted.

The Favoured of Chaos: Gorthor's favour and renown is such that creatures of Chaos from across the Old World flock to join his warherd. To represent this, Gorthor's army may include 1 more Rare unit than it would normally be allowed (for example, 3 Rare units at 2,000 points, 4 at 3,000 points, etc).

MAGIC ITEMS

Impaler

Impaler is a monstrous spear, with brutal barbs placed on iron rings along its entire length. When pulled free, it rends flesh and gouges bone, mangling its victim beyond recognition.

Impaler is a magic weapon which follows all the normal rules for spears. In addition, if any of Gorthor's to hit rolls are doubles, triples or quadruples, each of those attacks will wound automatically, even if they would normally have missed. For example, if you roll three 1s to hit, you will score three automatic wounds in addition to the result of the fourth attack.

Skull of Mugrar

This is the skull of the legendary Lord of Minotaurs, Mugrar, and is fastened to Gorthor's chariot. It is enchanted with a powerful spell that curses those who would attack its carrier.

The Skull is an enchanted item. Hits against Gorthor or his Chariot with a Strength of greater than 5 count as Strength 5 instead, and can only inflict 1 wound per hit even if they would normally inflict more. Attacks that automatically wound, or score wounds on a fixed dice roll, will still do so. Note that since this item is part of Gorthor's Chariot, it will be lost if the Chariot is destroyed.

Cloak of the Beastlord

Alone amongst Beastmen, Gorthor does not fear the curse on slaying a Shaman, for he knows that his favour amongst the gods is greater even than theirs. He made the Cloak of the Beastlord from the hides of those Shamans he killed.

This talisman gives Gorthor a Ward save equal to the Strength of the attack that hit him. For example, a Strength 3 hit would grant a 3+ Ward save, a Strength 5 hit would grant a 5+ Ward save, etc. This save applies only to Gorthor himself, not to his Chariot. Note that the minimum Ward save is 6+; this does not normally matter because the Skull of Mugrar means that hits will not usually exceed Strength 5. However, certain magic items and spells may nullify the Skull of Mugrar, or Gorthor may survive after his Chariot is destroyed. If this is the case, the Cloak of the Beastlord will always grant a Ward save of at least 6+ regardless of the Strength of the attack.

MORGHUR, MASTER OF SKULLS

Born almost three centuries ago, the creature known as Morghur was far from a human child. With tooth and horn, he ripped his mother apart in his gory entrance to the world, while her features mutated horribly. Her distraught husband reached forwards to strangle the twisted abomination, yet as his hands touched the foul creature, his body also was wracked with hideous mutation.

Days later, when a group of travelling players arrived at the small community on the outskirts of the dark Forest of Arden, they found it in absolute chaos. Recorded in the tragic Bretonnian poem 'Requiem', it is said that men crawled around in the mud like animals, their hands turned to hooves and limbs twisted and rearranged. The livestock walked around on hind legs, speaking in unfathomable tongues as they devoured each other.

In the following decades, a shadow touched the Forest of Arden. At its rotting heart, the trees contorted and twisted. It is said that their cries of anguish can be heard on the wind, and their skeletal-like limbs scratch and lash out at any who intrude into their mournful world. Parents scare their misbehaving young with tales of a mad creature that shambles tirelessly through the trees at night, turning harmless animals into rabid killers and torturing the trees, forcing them against their will to invade the lands of men and steal naughty children from their beds. Little do they know how true the tales are.

Having crawled into the forest as a misshapen and deadly babe, Morghur lives deep within a cave, hidden in one of the darkest groves. The dank, stone walls of his cave flow like water in his presence, constantly reforming to mirror the dark visions that plague him. At all times, Morghur's mind is filled with images of destruction, fire and desolation. Burning hatred simmers within his heart, and he is consumed with the desire to make his waking-dreams become reality - to rip down civilisation in all its forms, to shatter order wherever it is found and to change the world constantly and randomly. As he walks the forest, everything in his presence is irrevocably changed. Grass turns black and grows in strange patterns beneath his hooves, streams begin to flow backwards and animals mutate horribly.

Beastmen revere Morghur, believing that his spirit walked the world before the birth of their race; the incarnation of disorder and chaos. They set out from thousands of miles away to stand in his presence, drawn to him by urges they do not question; a tainted pilgrimage that often destroys them. Only the strongest-willed survive such an encounter, though their minds are usually shattered and plagued by visions ever after. The bodies of most are wracked by fatal change. Those few that do live on with minds intact return to their war-herds where they are regarded with awe and respect, and invariably rise to become powerful Wargors and Beastlords.

The Shamans claim that if the physical body of Morghur is cut down, his spirit is reborn elsewhere. Indeed, creatures of similar description have been recorded all across the known world, and darkness and taint has always followed in his wake. The Elves know this being as Cyanathair, the Corrupter, and amongst the Dwarfs he is the Gor-Dum. Legends of the Empire claim that in ages long past this being made the Drakwald Forest the dark and twisted place it is today, where Morghur was known as the Shadow-Gave. Nevertheless, the only one to perhaps understand the true horror and revulsion that is Morghur, is Ariel of the Wood Elves. It is she alone who truly perceives the black and expansive essence of Morghur, too powerful a spirit to be contained in a single physical form.

A silent, unseen war rages in the dark forests between the Wood Elves and the Beastmen, as Ariel seeks a way to destroy Morghur forever, while with every passing year ever more Beastmen are drawn to his distorted realm.



Morghur may be taken as a Lord choice, but will use up a Hero slot as well. Morghur must be fielded as presented here and no extra equipment or magic items can be bought for him.

	M	WS	BS	S	T	W	I	A	Ld
Morghur	2D6	6	3	4	4	4	5	3	8

Points: 378

Weapons: Braystaff of Morghur

Mark of Chaos: The Mark of Chaos Undivided.

SPECIAL RULES

The Hordes of Morghur: When Morghur rouses himself to fight, his rage and hatred spreads like a cancer through the forest, attracting other Beastmen to his side. His disruptive presence makes the Beastmen even more unruly than normal, and he revels in the chaos he spreads.

An army that contains Morghur has no General. Chaos Marks for units and additional characters may be chosen freely as if the army was led by a character with the Mark of Chaos Undivided. An army that contains Morghur cannot include any Mortal or Daemon units. Every unit in an army that contains Morghur suffers from the Unruly special rule (see page 18). Bestigors in an army containing Morghur use the Raiders special rule.

The Taint: Morghur's mere presence warps and tortures the land around him. Trees contort and writhe when he is near, and faces push out of the twisted limbs and trunks, opening their mouths in silent screams of anguish.

The enemy must take Fear tests to enter or move through a forest or wood – if this is failed, they stop at the edge of the forest. If the unit is already within the forest and fails this Fear test, it takes D6 Strength 3 hits, and can't move or shoot that turn.

Insane Wanderer: Morghur shuffles insanely through the dark forests of the Old World with his collection of skulls, sometimes lurching quickly into a hobbling run, other times wandering aimlessly in circles.

Morghur moves and will engage enemies in exactly the same fashion as Spawn of Chaos, described on page 28.

Spirit-Essence of Chaos: Morghur's expansive spirit leaks out of him, for it is too large to be contained within physical form, and it affects all but the most strong-willed of living things. Creatures are mutated horribly, their skin splitting open as their bones and muscles grow in random fashion, often merging two or more beings into a single, horrific new Spawn. Missiles that would strike him change in the air, turning bullets and arrows into birds or frogs, cannonballs into harmless puffs of smoke.

In the Beastmen Shooting phase, any unit (including friends) within 8" of Morghur take a Leadership test. If failed, the unit suffers D6 Strength 4 hits with no Armour saves allowed. If one or more wounds are caused, then a Spawn of Chaos is created under the control of the Beastmen player (so long as you have an appropriate model – if not, no Spawn is created). The Spawn has a starting number of Wounds equal to the number of Wounds that were caused. This newly created unit does not award Victory points.

If created from an enemy unit, the Spawn is placed into base contact with the centre of the unit's front if possible, and counts as charging in the following Close Combat phase. Friendly units test for *panic* if sustaining 25% casualties due to the Spirit-Essence. The Spawn is placed 1" away from the unit, as close as possible to Morghur.

Beastmen instinctively keep their distance from Morghur, and so Morghur may never join any unit.

Any model, friend or foe, in base contact with Morghur at the start of any Close Combat phase suffers an immediate Strength 4 hit with no Armour save allowed. This occurs before any other attacks are made, including chariot impact hits and models that always strike first. Note that these wounds do not create Spawn of Chaos.

Any missile attack or spell targeted at Morghur will never effect him unless the shooting unit or spellcaster is within 12" of him. In the case of templates, if the template would touch Morghur, then the whole shot/spell is ignored (though if from a war machine, then it may still misfire).

Despiser of Civilisations: Morghur's twisted, cunning mind is filled with images of ruination and flame, as the world of order and progress is ripped asunder and destroyed utterly. He strives to make his visions become reality, and has a deep ingrained hatred of civilisation and all things ordered.

Morghur is Unbreakable and Immune to Psychology. The only exception to this is that Morghur suffers *hatred* against all enemies.

The Beast-Roar: Morghur is able to emit a piercing, unearthly and warping roar that resounds through the forests, drawing the Beastmen to his call.

Morghur counts as carrying the brayhorn. In addition, when he 'sounds the brayhorn', any fleeing troops in the Beastmen army automatically rally.

MAGIC ITEMS

Bray-Staff of Morghur & the Stones of the Skull Cave

The twisted braystaff of Morghur is a potent talisman of Chaotic power when combined with the power of the Stones of the Skull Cave, and it writhes constantly as if a living thing. These two items together make the winds of Chaos ever more unstable and dangerous, and can turn the deadly winds against those attempting to manipulate its powerful essence.

Braystaff. If a Wizard (friend or enemy) rolls a double when rolling on the Miscast table, then the unfortunate Wizard is instantly turned into a Chaos Spawn under the control of the Beastmen player, and the rolled result on the Miscast table is ignored. The Spawn has as many wounds as the Wizard did when he Miscast. If you do not have a Spawn model to replace the Wizard then he simply counts as slain.

If the Wizard is within an enemy unit, follow the same rules described under the Spirit-Essence of Chaos, above. This newly created unit does not award Victory points.

In addition, Morghur generates two Dispel dice to be added to the Beastmen player's Dispel dice pool.

Skull-Weave

The skulls woven into Morghur's hair and horns gibber and screech constantly. While this is regarded with awe and respectful fear by the Beastmen, it evokes terror and mind-numbing horror in all others who encounter Morghur, often sending them insane, condemned to hear the horrific chatter for the rest of their lives.

Morghur causes *terror*.

Any model attempting to attack Morghur in close combat suffers -1 to hit.

THE BEAST TONGUE

(DARK TONGUE, BLACK SPEECH)

The Dark Tongue is a ritual language and the only tongue in which the true mysteries of Chaos can properly be expressed. The language is rich in words and phrases that express the mystical and arcane complexity of Chaos. It is the language used by daemons when they enter the material world, as well as the basis of the languages spoken by the many mortal followers of Chaos, including the Beastmen.

The core of the Dark Tongue is a collection of root words, heavily endowed with meaning. The root word is altered by the addition of prefixes and suffixes to bring out the various potential meanings held within the root. Yet more meanings are yielded from the root by mutation of the root itself. It can be a highly complex language, but equally it can be spoken in a very simple manner. Although it is convenient for mortals to attach basic meanings to each word, in reality they are imbued with far greater and deeper significance to the daemons themselves; each word encompasses a myriad of associated meanings and concepts, as well as holding a power in themselves. The sorcerers worshipping Chaos have begun to tap the power of the Dark Tongue, but only the most powerful will even have an inkling at the

potential power that is contained within it. Few mortals can unlock all the secrets within the language, nor do they need to in order to communicate effectively. The Chaos Warriors and Marauders of the far north all speak their own debased tribal variations of the Dark Tongue. Communication is possible between the different tribes, as almost all worshippers of Chaos can communicate with each other no matter what dialect they speak, although it might be difficult and slow.

Beastmen can only form many of the sounds of the Dark Tongue with difficulty, and other sounds are impossible for them to pronounce with their fang-filled, bestial mouths. They use a crude mix of brutish sounds together with the Dark Tongue and the regional languages of the Old World to form a language commonly called the Beast Tongue. To an outsider, this bastardised language sounds little more than a braying jumble of noise, a cacophony of growls, bleats and guttural howls. Indeed, their language is not at all subtle, and some of them do not have the power of speech at all. However, they are intelligent creatures, and even the most base of them can understand speech, though they themselves might only be able communicate using grunts and growls. The Beast Tongue is an unnatural sounding language that Men cannot speak – when Beastmen and the Human followers of Chaos meet, they communicate using a mix of basic Dark Tongue, Beast Tongue, body language and signals to convey their meanings.

When leaving their mark on the herdstones, the Beastmen use a corrupted and simplified version of the phonetic runes that are sometimes used to write the Dark Tongue. However, the marks carved by the Beastmen are crude affairs, for they write only with difficulty and, as such, their written language is particularly direct and to the point.

RUNES OF THE BEAST TONGUE

Aa	↖	M	⌘		
Ar	↙	N	∩		
Ak	↘	O	ʏ	1	1
Bh, b	⌞	Ph	€	2	┐
Ch, kh	↵	Rh	◇	3	└
Dh	▷	S	q	4	⌞
E, ii	•	Sh	q̇	5	⌞
F	↵	T, tz	┐	6	⌞
Gh	┐	U	U	7	⌞
Gu	⌞	Ul	⌘	8	⌞
Gz	┐	V	∨	9	⌞
H	φ	W, uu	∨	10	┐
I, cc	••	Y	∩	100	┐┐
Kw, qu	↵	Z, zh	∞	1000	┐┐┐┐
L	┐				

┐↖┐↘┐⌘┐↙↖∩∩
 ┐┐┐┐┐┐⌘↖↖⌘q̇ḣḣ

Ghaar-Gor Kharnn Grrarb Raabkhamshy'y

This is the typical type of sentence that a Wargor might scratch onto the central herdstone at a Brayherd gathering. It states simply "Ghaar-Gor, Khorne, 5 and 10 warriors". This would indicate that the Wargor Ghaar-Gor, Champion of Khorne and his warband that numbered either 50 or 15 (the language tends to be unspecific about numbers and is written using different conventions by different herds) camped at the stones.

BEASTMEN BANNERS

Feel free to photocopy these banners for use with your models. Beastmen banners are frequently tattered and torn, and quite roughly made. Black works well as a background, or perhaps dark colours such as red for Khorne, blue for Tzeentch, green for Nurgle or purple for Slaanesh, with the central image on the banner painted a strongly contrasting colour.

The larger banners are designed to be used as your army's Battle Standard, or to represent a special magical banner carried by one of your units.



CHAOS MAGIC

Bray-shamans use magic instinctively, and are born with this skill rather than actually learning it. They draw their energy straight from the Realm of Chaos where the Winds of Magic spill into the world. Chaos magic is powerful but dangerous to wield, more so than any other kind of magic, as it changes all those who deal with its corrupting essence. Only those with true will-power and strength of purpose can become accomplished with Chaos magic, for such contact brings about not only physical mutation, but also affects the sanity of the Shaman, causing hysteria, paranoia, delusions and self-destructive megalomania.

On this and the following pages, we look at Beastmen spellcasters, how they are used in the game and the spells available to them. The following spell lores are treated exactly the same as those published in the Warhammer rulebook unless otherwise stated, and only Wizards whose rules say they may use these spell lores may generate spells from them.

Chaos is the root of all magic in the Warhammer world. The mystic winds that blow from the Northern Wastes provide the power for wizards and sorcerers of all races to channel and direct into spells.

In the time before the coming of the Elves and Dwarfs, the Old Ones ruled the globe. Their powers of magic verged on the godlike, and with it they shaped the continents and raised up the different races. But when catastrophe struck and the Gate to Heaven collapsed, the source of their power was rent open and raw Chaos spilled into the world.

All magic users must tap into this source of magical energy for their power, but the Bray-shamans of the Beastmen use this energy in the most 'natural' way.

These Beastmen are born into the world instinctively knowing how to manipulate Chaos energy in its raw form, and so when they cast their spells, they do so in the same way that other beasts instinctively know how to hunt or howl at the moon. It is a natural trait that they have and they do not learn the art of spellcasting through study like other sorcerers or wizards. Chaos magic is highly destructive, drawing upon the winds of Death and Shadows more than any other. Those truly gifted in the magical arts, those whose patron powers have bestowed gifts of knowledge and strength upon them, can further mould the Winds of Magic in more elaborate fashions.

The Bray-shamans of Nurgle use magic to pervert and corrupt all things natural around them, inflicting hideous diseases that cannot be cured. They can twist the bodies of their opponents and cause delirium in their foes, as well as blighting the crops of men and causing their livestock to perish. More subtle are the practitioners of the lore of Slaanesh. Suggestion, mind-altering illusions and spells of domination are their weapons, and these Bray-shamans can even blind others to the presence of Beastmen living in their midst.

Most powerful and feared of all are the dread Beast Champions of Tzeentch. These warrior-wizards are true Champions of Chaos, for they can fight with the strength of a madman, yet all the knowledge of the world is theirs to be had, giving them sorcerous powers unequalled by even the most accomplished sorcerers of other gods. Tzeentch Champions can channel the raw colours of magic, unleashing mutating flames, ripping apart the enemy with blazes of iridescent power.

USING CHAOS MAGIC IN YOUR BATTLES

The term 'Shaman' is used to describe Beastmen Wizards. This also covers Bray-shamans, Great Bray-shamans and those with the Mark of Tzeentch.

Shamans without a Mark of Chaos may choose to generate spells from the lores of Beasts, Death or Shadow.

Shamans with the Mark of Nurgle generate their spells from the Lore of Nurgle, while those with the Mark of Slaanesh use the Lore of Slaanesh.

Normal Shamans may not have the Mark of Tzeentch as this is reserved only for genuine Champions of Chaos as described in the army list. Thus, the Shamans of Tzeentch are both incredible fighters and deft magic users, which is as it should be. A Shaman of Tzeentch generates spells from the Lore of Tzeentch. Note that the Lore of Tzeentch has seven spells rather than six, and the only way to get Red Fire of Alteration is to swap another spell for it.



GIFTS OF THE PLAGUED ONE

LORE OF NURGLE

To randomly generate a spell from the Lore of Nurgle, roll a D6 and consult the chart below. If you roll the same spell twice, roll again. Any Sorcerer can automatically swap one spell for Magnificent Buboes if you wish.

D6 SCORE	SPELL	DIFFICULTY
1	Magnificent Buboes	6+
2	Favoured Poxes	7+
3	Effulgent Boils	8+
4	Glistening Scabs	9+
5	Glorious Afflictions	10+
6	Sumptuous Pestilence	11+

BUBOES

CAST ON 6+

The Sorcerer bestows the gift of pus-filled buboes upon one of his enemies. Pick a single enemy model within line of sight and 18". This may be a character in a unit, a war engine crew member, a character's monstrous mount, etc. The model must pass a Toughness test or suffer one wound, with no Armour saves allowed.

POXES

CAST ON 7+

Remains in play

Calling upon Nurgle to bless his enemies, the Sorcerer inflicts wave after wave of debilitating illnesses. Pick an enemy unit anywhere within 18", even one in close combat. The unit reduces its WS, BS, S and Ld by -1 (to a minimum of 1) whilst the spell lasts. Once it is cast, *Poxes* remains in play until the Sorcerer chooses to end it (which he can do at any time), it is dispelled, he attempts to cast another spell, or is slain.

BOILS

CAST ON 8+

The foes of Nurgle erupt with glistening boils, which split the skin and cause immense discomfort. Target one enemy unit within line of sight and 24" of the Sorcerer. The target suffers D6 Strength 4 hits, with no Armour saves allowed.

SCABS

CAST ON 9+

The target's skin erupts with painful lesions and weeping sores. Pick a single character within line of sight and 18" (even if within a unit). The model reduces its Toughness by -1 for the remainder of the game (to a minimum of 1).

AFFLICTIONS

CAST ON 10+

Remains in play

The enemy is infected with an atrophying canker that twists their limbs and withers their muscles. Pick one enemy unit on the battlefield that is not in close combat. Whilst the spell remains, the unit halves its Movement value (rounding up). If the unit is mounted, then the Movement value of the mount is halved. Flying creatures affected by this spell may only use ground movement but do not halve their Movement. *Afflictions* remains in play until the Sorcerer chooses to end it (which he can do at any time), it is dispelled, he attempts to cast another spell, or he is slain.

PESTILENCE

CAST ON 11+

The enemy are gripped by a horrific disease that causes their eyes to bleed, their tongues to swell and their internal organs to bloat. Cast this spell on a single enemy unit within 24" and in line of sight.

Although *Pestilence* is not a Remains in Play spell as such, the target unit is affected for the rest of the battle unless *Pestilence* is dispelled.

At the start of each Magic phase (both the Chaos player's and his opponent's), the affected unit suffers D6 Strength 3 hits, with no Armour saves allowed, distributed as shooting hits.



THE LORE OF CHANGE

LORE OF TZEENTCH

To randomly generate a spell from the Lore of Tzeentch, roll a D6 and consult the chart below. If you roll the same spell twice, roll again. Any Sorcerer can swap one spell for Red Fire of Alteration if you wish.

D6 SCORE	SPELL	DIFFICULTY
0	Red Fire of Alteration	5+
1	Orange Fire of Transition	6+
2	Yellow Fire of Transformation	6+
3	Green Fire of Mutation	9+
4	Blue Fire of Metamorphosis	9+
5	Indigo Fire of Change	11+
6	Violet Fire of Tzeentch	12+

RED FIRE

CAST ON 5+

This is a *magic missile*, range 30", causing D6 hits with a Strength of D6.

ORANGE FIRE

CAST ON 6+

Remains in play

The flames that spring up around the Sorcerer contain scenes from the future, warning him of what is to come. The Sorcerer can re-roll all failed rolls to hit, to wound and all saves (Armour, Ward, etc). Note that the rolls of the caster's mount are not affected by the spell. Once it is cast, *Orange Fire* remains in play until the Sorcerer chooses to end it (which he can do at any time), it is dispelled, he attempts to cast another spell, or he is slain.

YELLOW FIRE

CAST ON 6+

Remains in play

The Sorcerer is surrounded by a shield of fire that blocks enemy attacks. The Sorcerer, his mount and all models in any unit he joins have a 5+ Ward save. This replaces their Daemonic aura. Once it is cast, *Yellow Fire* remains in play until the Sorcerer chooses to end it (which he can do at any time), it is dispelled, he attempts to cast another spell, or he is slain.

GREEN FIRE

CAST ON 9+

Target one unengaged enemy unit within 24". A subtle whisper in their minds suddenly persuades many warriors to change their allegiance and attack their comrades. All the models in the unit immediately make one attack against the unit itself. Roll to hit, to wound and take saves as normal (counted as an ongoing combat, so no

charging bonuses, weapon rules only applicable in the first round of combat, etc). Characters who have joined the unit are not affected or attacked because of their strong will. All mounts are unaffected. After this moment of folly, the troopers revert to normal and the spell has no further effects, but if the unit suffers enough casualties, it must take a Panic test. Units immune to psychology or fleeing are not affected by this spell.

BLUE FIRE

CAST ON 9+

This is a *magic missile* with range 12", causing 2D6 hits with a Strength of D6+1.

INDIGO FIRE

CAST ON 11+

The foe is enveloped by mutating flames. Target one unengaged enemy unit within 18". All models in the enemy unit suffer a Strength 2 hit. All models killed by the spell turn into a Horror. New Horror models are placed in close combat to the front of the enemy, in exactly the same formation as their former comrades, and the two units are lined up centre to centre. The newly created unit of Horrors counts as charging in the ensuing Close Combat phase. This newly created unit does not award Victory points. If you have insufficient Horror models, then excess casualties are not transformed and are simply removed.

VIOLET FIRE

CAST ON 12+

Target one enemy character anywhere within 6" of the caster, even inside a unit or if mounted on a monstrous steed. The victim must pass a Leadership test or disappear into the Realm of Chaos to be instructed by his new master. The model counts as killed for all intents and purposes.

THE LORE OF PAIN AND PLEASURE

LORE OF SLAANESH

To randomly generate a spell from the Lore of Slaanesh, roll a D6 and consult the chart below. If you roll the same spell twice, roll again. Any Sorcerer can automatically swap one spell for Blissful Throes if you wish.

D6 SCORE	SPELL	DIFFICULTY
1	Blissful Throes	6+
2	Luxurious Torment	7+
3	Titillating Delusions	8+
4	Delectable Torture	9+
5	Enrapturing Spasms	10+
6	Delicious Excruciation	11+

BLISSFUL THROES

CAST ON 6+

A long whip of pure Chaos energy lashes out at the enemy with a delightful crack, leaving its victims wracked with pain, to the envy of the caster. This is a *magic missile* with 12" range, inflicting D6 Strength 6 hits.

LUXURIOUS TORMENT

CAST ON 7+

The targets are engulfed by a wave of hysteria and begin crying out and weeping, clawing at themselves and turning on their friends with their weapons. Cast on a single unit (friend or foe) within 24", which may be in close combat. The unit becomes subject to *frenzy* until defeated in combat (even if normally immune to psychology). In addition, while the unit is frenzied, it suffers D6 Strength 3 hits, distributed like shooting hits at the start of each subsequent turn (both players').

TITILLATING DELUSIONS

CAST ON 8+

Remains in play

Slaanesh creates an illusion of the enemy's deepest desire, and they find it impossible to resist the urge to capture it. This may be cast on an unengaged enemy unit within 24". Mark a point on the tabletop and within the unit's line of sight for the illusion to appear. In the 'Remaining Moves' part of their Movement phase the affected unit must move as directly and quickly as possible towards this point, but it will charge and fight any enemy unit that lies along this line of advance. The spell remains in play until the caster decides to end it (which he can do at any time), it is dispelled, the Sorcerer attempts to cast another spell, the caster is killed or the unit reaches the illusion marker.

DELECTABLE TORTURE

CAST ON 9+

May be cast on an unengaged enemy character within 24". He will immediately attack the unit he is with (no combat resolution, but a Panic test may be caused if enough casualties are scored). If the victim is not inside a unit, he will immediately use any missile weapon he has available against a single visible friendly unit chosen by the Chaos player. Mounts are not affected by this spell.

ENRAPTURING SPASMS

CAST ON 10+

Target an enemy unit within 18", even if engaged in combat. The models in the unit cannot voluntarily move in the Movement phase (though they can flee as normal) and cannot shoot, attack in close combat or cast spells (nor maintain Remains in Play spells, which will be immediately dispelled). They are hit automatically in close combat. The target unit is also immune to psychology as long as the spell is in play, but they take Break tests as normal and will flee if forced to. This spell has no effect on enemies already immune to psychology. The effects last until the start of the caster's next Magic phase.

DELICIOUS EXCRUCIATION

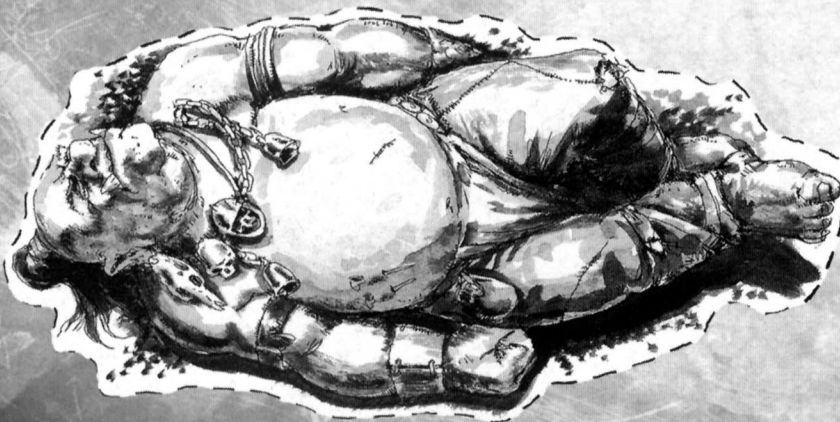
CAST ON 11+

Remains in play

Target a friendly or enemy unit within 24", even if engaged in combat. The unit is Unbreakable for as long as the spell is in effect. This replaces the Instability rules for Daemons. The spell remains in play until the caster decides to end it (which he can do at any time), it is dispelled, the Sorcerer attempts to cast another spell or the caster is killed. If cast on a unit that is fleeing, it automatically and immediately rallies.

REFERENCE

LORDS	M	WS	BS	S	T	W	I	A	Ld	
Beastlord	5	6	3	5	4	3	6	4	8	<i>Raiders, Ambush</i>
Doombull	6	6	3	5	5	4	5	5	9	<i>Cause Fear, Bloodgreed</i>
Great Bray-shaman	5	5	3	4	4	3	5	2	7	<i>Raiders, Ambush</i>
HEROES	M	WS	BS	S	T	W	I	A	Ld	
Wargor	5	5	3	4	4	2	5	3	7	<i>Raiders, Ambush</i>
Bray-shaman	5	4	3	3	4	2	4	2	6	<i>Raiders, Ambush</i>
CORE	M	WS	BS	S	T	W	I	A	Ld	
Gor	5	4	3	3	4	1	3	1	6	<i>Raiders, Ambush, Unruly</i>
Ungor	5	3	3	3	3	1	3	1	6	<i>Raiders, Ambush, Unruly</i>
Foe-render	5	4	3	4	4	1	3	2	7	<i>Raiders, Ambush, Unruly</i>
Bestigor	5	4	3	4	4	1	3	1	7	
Gouge-horn	5	4	3	4	4	1	3	2	7	
Warhound	7	4	0	3	3	1	3	1	5	<i>Ambush</i>
Tuskgor Chariot	—	—	—	5	4	4	—	—	—	<i>Chariot, Tuskgor Cbarge, Armour save 4+</i>
1 Bestigor	—	4	—	4	—	—	3	1	7	
1 Ungor	—	4	—	3	—	—	3	1	—	
2 Tuskgor	7	3	—	3	—	—	2	1	—	
SPECIAL	M	WS	BS	S	T	W	I	A	Ld	
Chaos Troll	6	3	1	5	4	3	1	4	4	<i>Cause Fear, Regenerate, Stupidity, Troll Vomit</i>
Chaos Ogre	6	3	2	4	4	3	2	3	7	<i>Cause Fear</i>
Big Chaos Ogre	6	3	2	4	4	3	2	4	7	<i>Cause Fear</i>
Centigor	8	4	3	4	4	1	2	1(2)	7	<i>Drunken, Move through woods, Trample</i>
Gorehoof	8	4	3	4	4	1	2	2(3)	7	<i>Drunken, Move through woods, Trample</i>
Minotaur	6	4	3	4	4	3	4	3	8	<i>Cause Fear, Bloodgreed</i>
Bloodkine	6	4	3	4	4	3	4	4	8	<i>Cause Fear, Bloodgreed</i>
RARE	M	WS	BS	S	T	W	I	A	Ld	
Dragon Ogre	7	4	2	5	4	4	2	3	8	<i>Cause Fear, Scaly Skin (5+), Storm Rage</i>
Shaggoth	7	6	3	5	5	6	4	5	9	<i>Cause Terror, Scaly Skin (4+), Large Target</i>
Spawn of Chaos	2D6	3	0	4	5	3	2	D6+1	10	<i>Immune to Psychology, Storm Rage</i>
Chaos Giant	6	3	3	6	5	6	3	special	10	<i>Special Movement, Special Attacks, Unbreakable, Unit Strength 3, Cause Fear</i>
										<i>Ignore Little 'Un Panic, Large Target, Cause Terror, Fall Over, Stubborn, Move Over Obstacles, Giant Attacks.</i>



FALLEN GIANT TEMPLATE

To make your Fallen Giant Template, first photocopy this page and stick it to a piece of thin card (cereal packets are ideal).

Next, carefully cut around the dotted line with a sharp pair of scissors or a craft knife.

Now all you need is to wait for your Giant to fall over (don't worry, it won't take long).



The Beastmen berss rush to defend their sacred berdstone from Skaven invaders.



Gortbor the Beastlord brings ruin from the depths of the forest.

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